A NEWSFIELD PUBLICATION
No.19 NOVEMBER 1986
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ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



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BRITAIN'S BIGGEST SELLING COMMODORE MAGAZINE!

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WORLD GAMES US Gold/Epyx

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ZZAP! 64

ISSUE 19 NOVEMBER 1986

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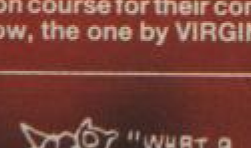
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ZZAP SPECIALS

NORMAL BITS

HOT STUFF FOR NOVEMBER

PRIZE COMPETITIONS



The next issue of ZZAP! goes on sale from November the 13th. Not only is it gonna be big, it's gonna be beautiful. All glossy 'n' nice. Lotsa luvverly pages. That sort of thing.

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A totally new concept in computer wargames utilising artificial intelligence. Versions will differ substantially to make full use of machine capability. Controlling up to 8 remote skimmers you must wipe out renegade intelligent forces across 5000 tracks. One to one combat is featured in fast 3D.

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		SPECTRUM 48/128 TAPE	SPECTRUM 128 TAPE	C/DORE 64/128 TAPE	C/DORE 64/128 DISK	C/DORE 128 DISK	AMSTRAD 464/664/6128 TAPE	AMSTRAD 664/6128 DISK	AMSTRAD 6128 DISK
THE ART STUDIO	OCP	14·95	–	14·95	17.95	–	–	–	19·95
ADVANCED ART STUDIO	OCP	–	24·95	–	D	–	–	–	D
THE MUSIC SYSTEM	SYSTEM & ISLAND	–	–	14·95	17·95	–	15·95	19·95	–
ADVANCED MUSIC SYSTEM	SYSTEM & ISLAND	–	–	–	39·95	–	–	29·95	–
STARGLIDER	ARGONAUT	–	–	D	D	–	D	D	–
TRACKER	UNION SOFTWARE	D	–	14·95	17·95	–	D	D	–
THE PAWN	MAGNETIC SCROLLS	–	D	–	19·95	19·95	–	–	24·95
JEWELS OF DARKNESS	LEVEL 9	14·95	–	14·95	14·95	–	14·95	19·95	–
SILICON DREAMS	LEVEL 9	D	–	D	D	–	D	D	–

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The best music programs for Commodore and Amstrad. The Music System features Keyboard, Editor and Synthesiser, and Advanced Music System has additional Printer and Linker (continuous linking of music files) modules, Commodore Advanced version also has a comprehensive MIDI module. Utilising WIMP technology with comprehensive manual and upgrade offers where applicable.

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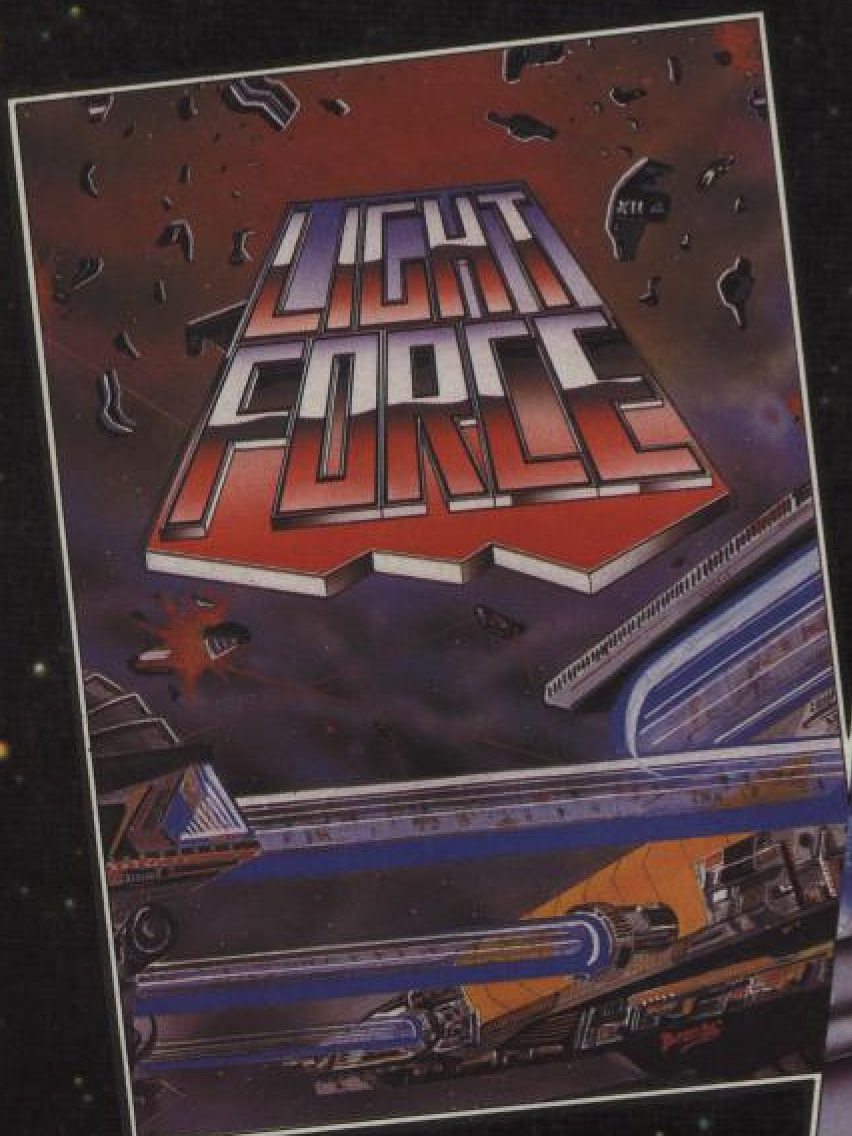
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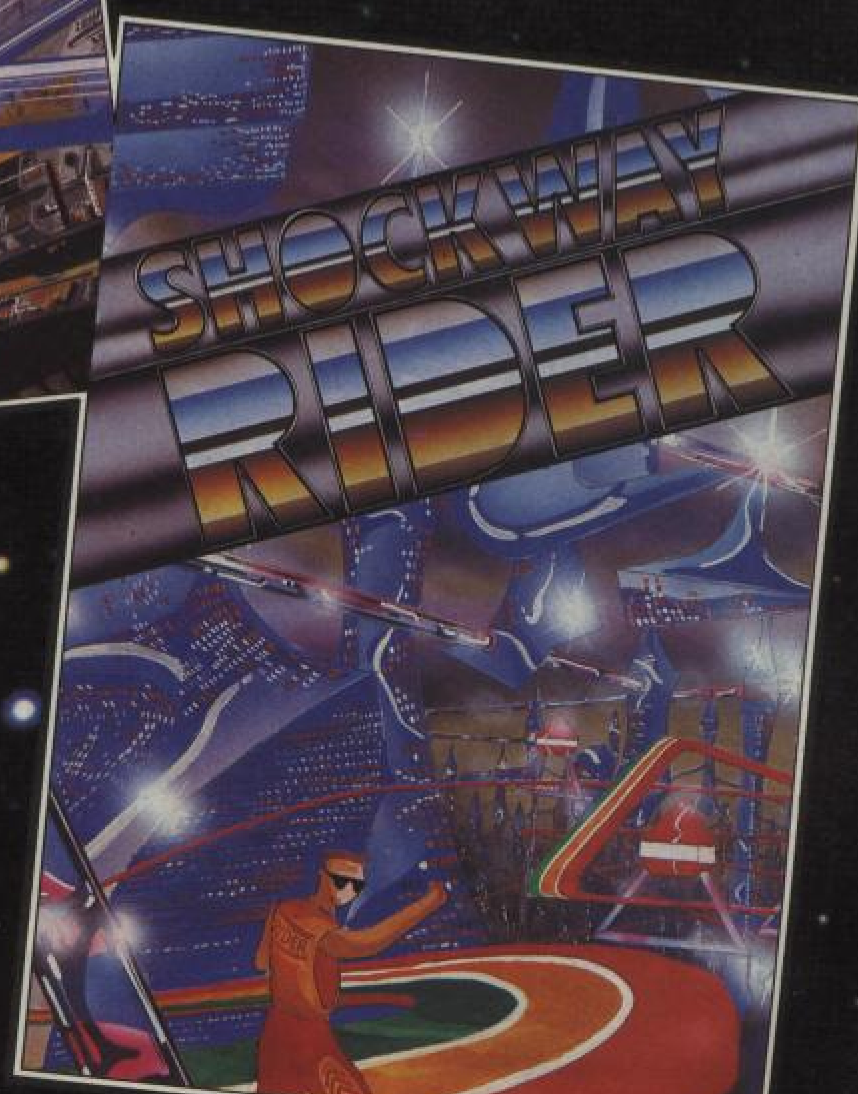
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ZZAP! ZED

NOW WE'RE BIGGER STILL!



In only 19 issues ZZAP! has risen from cult obscurity to become the biggest selling Commodore magazine in the civilised World. Naturally, we're all very pleased — and I hope you are too, since it wouldn't have been possible without you, our readers. I would like to say THANK YOU to each and every one of you — and the best way I can do that is to keep up, and hopefully improve, the quality of the magazine.

Software Houses have realised that we're the best and so they are supporting us with more advertising. This means that as our sales grow, so does the size of each issue. But the editorial content won't falter. We'll strive to ensure that.

As you may have noticed, this issue is a monster 148 pages thick and includes the usual host of goodies, with a bumper news section and a double D dose of tips — the cup is certainly running over!

And the best is yet to come! The next two months will see newsagents' shelves groaning under the strain of heavyweight 196 page issues, boasting even more reviews, previews, news, features and competitions than ever before!

We're still on the up and up. Stick with us and help us rise to the heights . . .

Gary Penn

THE ZZAP! RATINGS

PRESENTATION: Packaging, printed instructions, on-screen instructions, loading, play options, program facilities (including things like ease of joystick or keyboard control), on-screen impression — everything except the game itself.

GRAPHICS: Variety, detail and effectiveness of screen pictures, quality of animation, smoothness of movement.

SOUND: Variety and effectiveness of sound effects, quality both technically and aesthetically of music. Also: does sound annoy?

HOOKABILITY: How strongly does the game make you want to play it and keep playing it?

LASTABILITY: How long will it keep its hold on you?

VALUE FOR MONEY: Takes into account the price plus all the above ratings.

OVERALL: With all the above ratings in, this is IT! — what the reviewers think in general.

THE ZZAP! LABELS

GOLD MEDAL AWARD: Definitely a game above all others in the month of review. There may not be a Gold Medal game every issue, but if there is, get it! Just occasionally there may be two . . .

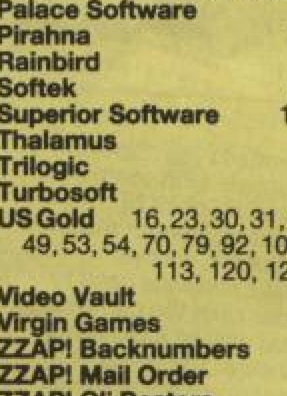
SIZZLER: Hot games of the month — must normally score around 90%. We reckon any ZZAP! Sizzler is a great buy, unless you really hate that particular type of game.



GAMES REVIEWED

ADVERTISERS' INDEX

THE MONTHLY SOFTWARE STAR FOR YOUR US GOLD CALENDAR



ZZAP! RRAP

What with fitting in 'can you get it done early for the Christmas issues' articles and contributions, CRASH Forum responsibilities and ZZAP! Rrap and hiding under the desk to avoid being swept along in the whirlpool of evacuation to Olympia for the recent PCW Show, the end of summer seems to have vanished. So what, you may ask? It's just that it's hard to find the time to nip across to Curry's to get new batteries for my bicycle lamp to light my way home in the encroaching dark. Other things, however, seem to be on ZZAPpers' minds. Swearing, the price of software and where have all the good ideas gone, plus a few other bits and pieces. A good bunch of letters again this month, and hard to pick an outright winner for the £20 worth of software. But after much deliberation, thumb chewing and pencil biting, I though this one deserved the biscuit . . .

INDIVIDUAL TASTE



LETTER OF THE MONTH

Dear Lloyd,
I feel I must write to you about the number of people who seem not to understand the point of software reviews. Correct me if I am wrong, but I've always believed that a review is used to tell the reader what the game is all about and only as a GUIDE to buying software. The comments of the reviewers are still only their own opinions of the game, as I'm sure you will agree.

People who say certain reviews are wrong, and complain when they don't like a game they bought, after you rated it highly, are talking rubbish! Take the letter from Simon Rhodes, for example (Christmas Special, page 60). How can he say you 'goofed' the review of *Wizardry*.

Surely, a review cannot be Right or Wrong as it all comes down to an individual taste in games. Now that I've got that off my chest, I must say that ZZAP! is by far the best magazine for the 64 and I have been a devoted reader from issue one. By the way, is Sean Masterton a wax dummy? I ask this because his expression doesn't seem to change when he reviews a game! Keep up the good work, although I do believe it isn't quite the same since Gary Liddon left, but I will soon get over that loss!
Steve Carr, Eastbourne, East Sussex

You're right. Any criticism is a personal opinion; the reviews are guides. You're also correct about Sean, we just heat him up to melt him occasionally! Thanks for the sensible comments, and your software should be passing through Aggie's fair hands v soon.
LM

◆◆◆ A ◆◆◆ HARD DAY'S KNIGHT

Dear ZZAP! 64,
Help! on reading your review I decided to buy *Knight Games*. I was very pleased with it and after having a few goes on Swordfight I decided to let my sister have a go. She is usually very bad at computer games. She cannot even hope to challenge my scores on any of the other games, so I thought I would give the computer an easy victory. Much to my surprise she won — with ease, beating my high score by 300 points. She is much better than me at all events except Crossbow and Archery. She can beat the computer at Knight level on all the other events whereas I can only just beat the novice. Can you give me any advice?
Oliver Board, Raynes Park, London

Sounds like a tough one to me. You'll either have to resort to foul tactics and put her off, or swallow your pride and accept she's better than you at this particular game. Maybe she wasn't very interested before? On the other hand, you could just practise harder . . . ?
LM

STOP OVERRATING

Dear ZZAP!,
Would you please stop overrating software, examples from Issues 16 and 17 include *Green Beret*, *Tau Ceti*. I have both of these games, they are good but not **that** good. On to Issue 17, *Ghosts 'n' Goblins* is pretty good, but for Paul Sumner to say it's well worth a tenner — how the hell does he know if it is worth ten pounds, does he have to pay for it? Basically, what I'm saying is that unless the reviewers pay for the games then the reviewers will not be accurate.
P Mallabar, Tyne and Wear

This is a rather waffly fallacy you know — not only were the lads games buyers once, but they're consumers in the ordinary sense just like you. Are you suggesting they don't know the value of money? Are you suggesting that because they don't necessarily buy the games reviewed that they can't rate them honestly? A Value For Money rating is based on market value, not on whether you can actually afford a tenner or not. As to overrating generally, how about mags that give games 10 out of 10 for this, 10 out of 10 for that and so on . . .
LM



A GOOD AIRING

Dear ZZAP! People,
After months of putting it off I've decided to write in and air some of my views. Firstly, a good number of letters in your column are from people complaining about features included in ZZAP! I really don't see what the problems is. Nobody forces these morons to read every page of your magazine (though it is a good idea to) so the answer is quite simple: when Joe 'I hate adventure games' Bloggs comes across the fantastic White Wizard's pages all he has to do is turn them over, not write in demanding the column to be removed from the magazine because if it was we would lose six pages of Wiz and another six elsewhere in the magazine as you would have nothing else to print in its place. Quite selfish really.

Selfish is a good link word for my next topic. The software industry. I'm afraid the quest for money in this industry shows through more than ever now. Here are the six steps to making a fortune:

1) Buy up the rights to a popular arcade game.
2) Hype it up by splashing double page ads across magazines for four months before programming even begins.
3) Take your time to produce a fairly good Speccy version of the game.
4) Release this version under a flood of 'exclusive reviews'. All expenditure is now recovered as Spectrum owners rush out to buy the game.
5) Knock up a crap conversion in a week for the 64. Release it, but don't send out review copies until thousands of copies have been sold to unsuspecting owners who have paid two quid more than Speccy owners (£7 for disk version).
6) Send out review copies of 64 version. ZZAP! will tell everyone it's crap but CU will say its brill because it's sold so many copies, and so more lemmings will rush out and buy it.

You now have a fortune with still the Amstrad version to follow. Rush out and buy a new sports car and go back to Step 1. Does this sound familiar? It seems to be that 75% of games these days have some sort of a licence on them. This is your guarantee of a cosmically crap product. Any new and original software now, mainly comes from America but unfortunately we have to pay at least a tenner for it. Still on most occasions it's worth it.

It's good to see your magazine has stuck to its layout and principles rather than adopting 'a smooth new look modern image' (which suits all those with IQ levels smaller than their shoe sizes) and printing pages of hype about games which haven't been completed yet assuring the public it's fab, rush out and buy it now.

As all us loyal readers know you will never sink to the depths of letting a robot write the letters page (Hi Lloyd, you're not are you?) and some stupid woman print tips and storm office blocks (still the picture of Penn in the nightie puts him under suspicion) well I hope not anyway.

One final question: when you are reviewing a game do you take into account the fact that most games can be bought 25% cheaper from mail order firms when you print a value for money percentage?

Derek Baird, Alloway, Ayr

Answer to the last one — no, we don't, it goes on published retail price. I think your summary of the get rich quick software kids is a touch on the cynical side and a bit sweeping too. There really have been some very good arcade conversions. However, I do agree that continually churning out conversions is not only tedious for programmers but can stiffle originality — we all lose out then. I'm definitely not a robot, juts a casualty of the hi-tech age.
LM

ZZAP! RRAP

AN IDIOT OR A SMART ASS?

CAN'T AFFORD EM

Dear Lloyd,
While reading ZZAP! (issue 17) I came across a section about US Gold's new arcade conversion releases. After reading the captions and examining the pictures I came to the conclusion that those games would be yet more £10 games. My mother is a single-parent on the dole. Don't the idiots realise that not everybody can afford these games? I'm sure many 64 owners would agree with me that there's no need for the fancy packaging. I wouldn't mind if it was just the cassette which was being sold as long as the price was dropped. I am sure these games will be excellent, but to play them more cheaply it would be better to visit an arcade and spend 10 or 20 pence. I applaud Mastertronic and Firebird for their cheaper games; of course some of these may be crap but they do try to suit the public's needs.
Stuart Wardale, Fazakerley, Liverpool

They're not really idiots, Stuart. It's in everyone's interests to provide a product as cheaply as possible because you sell more and save on overhead costs. Sadly, we're all victims of the way in which consumer product gets sold. There's very little shelf space and more games than shops can (or will) fit on it. The fight to get your game into the chain stores is won with items like flashy packaging because statistics and consumer tests show those products sell more quickly. On top of that, there are also licence fees to be paid for any game coming in from another source such as America. Everyone, I'm sure would like them to be cheaper in general. Mastertronic has spent years building up a unique form of cheap distribution through newsagents initially and Firebird have (after long negotiations and doubtless many costly frustrations) achieved something similar. Whatever you may think, there's more to it than slapping a high price tag on to foil people from buying a game!
LM

Dear Lloyd,
Whilst flicking through all 124 pages of your brilliant magazine (September issue), I noticed your Masterblaster Test, so I decided to have a go. At first, I thought I'd scored 173 points (which means I make Sean Masterson look like a games player!) but then I noticed that you said if anyone could think of a Commodore 64 game beginning with X. Great, I know such a game — ever heard of *Xevious*? The ironical thing is that I did not know about that game until I spotted a preview of it on page 36!
Anyway, that means I have 273 points but you said that scoring over 270 means that I'm a smart ass and I've been cheating, but I haven't. Honest! Why can't you organise yourself a bit better? If you don't then I might have to switch to C&VG instead.
I'm pleased that Terminal Man has Terminated. It didn't suit ZZAP! 64 at all. At last ZZAP! Towers have done something right. By the way, you don't staple your mag together well do you? My issues always fall apart within a couple of days. Such a mag cannot afford to fall to pieces so quickly.
Richard Superfine, Ilford, Essex

Okay Richard, Gary tells me you are a smart ass. Unfortunately the Masterblaster feature was written before the previews — hence the error. Thank you Gary — so who's the smart ass?
LM

SOME TERSE ADVICE

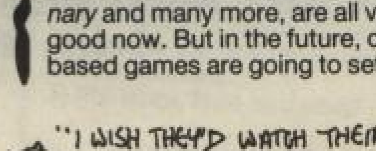
Dear ZZAP!
In reply to Mr/Mrs/Ms N Andaddressnotsupplied (pg 8, ish 17, bottom left corner), a few words of advice. To limit the writing style of ZZAP! by banning light 'swear-words' such as the ones you mention not only reeks of Tory Fascist censorship, but would make the magazine less fun to read. Also on the subject of politics, are you a Capitalist? From the way you condemn mistreatment of Mrs Thatcher's name it certainly sounds like it. If you find ZZAP! offensive, read Computer Gamer (sometimes known as 'Tamer'). The only naughty outburst you will find in this childish mess of non-talent is 'Gosh' and that's only occasionally. Heed my warning. If you hold your head up too high, you break your neck. As to you ZZAP!, oh most extremely naughty of magazines, keep up the very, very good work. And tell Ms Van Reuben to review my art. Hall of fame reference 'Robz-JJ2'. This contains no rudity whatsoever. Not even the odd 'bum' here and there.
R Johnston, Jordanhill, Glasgow

Gosh, you tame old thing you, you must be the only one on the Net eschewing pre-meditated, per-prandial, pre-Cambrian, pre-pubescent crudity!
LM

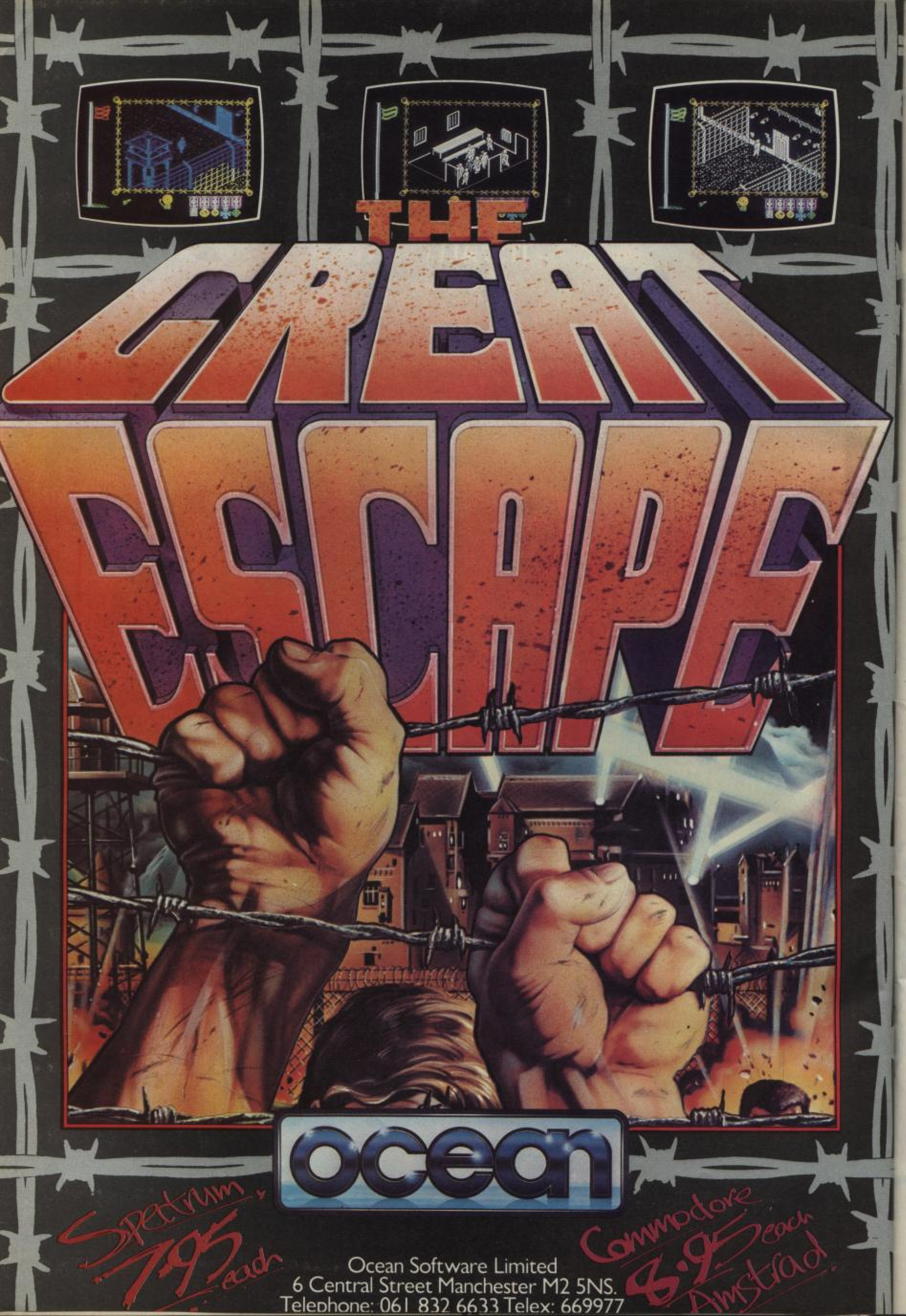
DIS-EN-DISKED

Dear Lloyd,
Flicking through the pages of the most recent ZZAP!, I noticed something very frightening — and, no, it wasn't Penn in his latest erotic Mickey Mouse nightie, but the growing number of disk-only based games. Now, I have nothing against disk drives, in fact, I would like to own one, who wouldn't, and this is why I am writing.
As the computer games software industry grows older, software houses strive for better games. By now, people are realising that the 64 has been pushed to its limits due to lack of memory and so software houses are forced to put a complex game on disk, which is all very well, but what of us joystick wiggling C2N'ers? OK, you might say that the games also go onto cassette, but when this happens you get things like *Racing Destruction Set* and *Skyfox* where a good game is marred by having to wait ages for it to load in separate parts. More and more games are going to suffer the same fate and disk drives will become the main computer software medium, leaving the larger majority of C2N'ers with the bad cassette games. Alright, games on cassette which are not multiload, such as *Leader Board*, *Tau Ceti*, *Mercenary* and many more, are all very good now. But in the future, disk based games are going to set higher standards in the software industry making cassette games seem dated. Simple, I hear you cry, go and get yourself a disk drive and the problem's solved!
And it would be, but people in the age bracket of 13-18 just haven't the resources to fork out £200 for a drive, and then pay another five quid more per game bought. I would like to hear your views on this as it is quite an important prospect which faces many young people with cassette decks only.
Nick Nemeth, Ealing, London

You're right in the general trend, although software houses are well aware that they sell many less disk games than cassette games, and commercial interests demand a reasonable cassette based market here in Britain. Sadly, the whole thing has arisen because of Commodore's original mess up with not selling the 64 in Britain complete with disk drive at a reasonable price as elsewhere in the world. An American wouldn't even know what a cassette loading game was! It hasn't gone unnoticed that Atari are making big inroads now with their XL and ST packages with cheap disk drives, but I wonder whether there's enough of Commodore left here to take notice. IS THERE??!
LM




ALLEYKAT
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ZZAP! RRAP

A BAD CHEST

Dear Lloyd,
I'd just like to get a few things off my chest, rite? Throughout the years, software on the 64 has got steadily better and I hope it will continue to do so. However, prices of games etc, have soared and it (to say the least) BOVVERS me. If software houses and authors alike lowered the prices of their games I'm absolutely positive more of the million 64 owners would buy more games. This is proved by 'cheapo' games for example *Kikstart*, *Action Biker*, *Thrust*, *Slamball*, *Seabase Delta* etc — all around two quid!!! After reading your reviews of *Thrust* I went and bought it as I expect many others did. For £1.99 it just isn't worth copying. I appreciate the hard work that the author does to write a game but software houses get most of the winnings thus: they say 'we'll say it for a tenner,' so the author makes a bit. This still does not justify the high prices, though, and unfortunately once one software house does it, the rest follow. Usually, in each edition of ZZAP! 64 there are a couple of Sizzlers and maybe a Gold Medal. Unless they are cheapies I doubt many people can buy all the Sizzlers and Gold Medals because they are too dear! So, if the prices were lower (around a fiver), more copies would be sold and the author or software houses would not lose out.

You, Lloyd, are lucky to be a reviewer because you don't have to buy the games. I hope software companies are forced to lower their prices, it would do us all a favour.
Martin Smith, Southend-on-Sea, Essex

Who says I don't have to buy the games? The Great Newsfield Empire wasn't built on kindness you know (freedom of speech is so much easier with Roger Kean having been kicked upstairs). Anyway, there's obviously a surge of feeling against a standard £10 and up price. All I would suggest is that for really original games ideas and implementation you must expect a cost — such qualities are rarely seen in budget games (though I'm not arguing that their low cost that makes them unplayable rubbish). It would be a shame if in the desperation for lower prices we killed off the development funds needed for the better and more complex programs (with their attendant music and effects, all of which have to be paid for as well).
LM

ANOTHER BAD CHEST

Dear LM,
I have got ONE big complaint about most software houses concerning piracy. They all say that there is too much piracy about, but not many of them do much about it. There is one simple answer: put down the price. I have done a survey of about 30 people, only two of them stooped so low and taped £1.99 or £2.99 games. So it just goes to prove, cut the price, cut the advertising, then you will sell more games and stop piracy.

I also want to complain that there are not enough original games available. It's always a beat em up, platform, shoot em up, simulation, etc game. So I have got one message to software companies: 'pull your socks up!'
Paul Stephens, Cheshunt, Herts

There you go, you see — you want budget prices for all games and then complain that they are all the same.
LM

BEYOND'S MISSING GAMES

Dear ZZAP!64
I am at the end of my tether, I have 2 problems to tell your 'agony aunts' at ZZAP! Towers. Firstly, about a year and a half a go I was given by my grandparents, two games: *Psi warrior* and *Shadowfire*. But unfortunately both games failed to work. I couldn't go back to the shop because that was in Belfast, so I read on the instructions that if the games failed to work to send them to the 'Beyond Factory' with the receipt and they would be replaced. I sent off the games with a letter explaining why I had no receipt and then waited, and waited, and waited. Two months later I rang up Beyond and asked why my games had not been sent back to me, a man said he would put them in the post as soon as possible. They didn't come. I have rung many times now but there's sign of the games. The last call I made, a lady said she would put them in the post that night and if they didn't come, to ring again and ask for 'Jane'. They didn't come but every time I ring them they're engaged.

Please could you get in touch with Beyond and Jane and tell them to get their fingers out and send me my games back please?

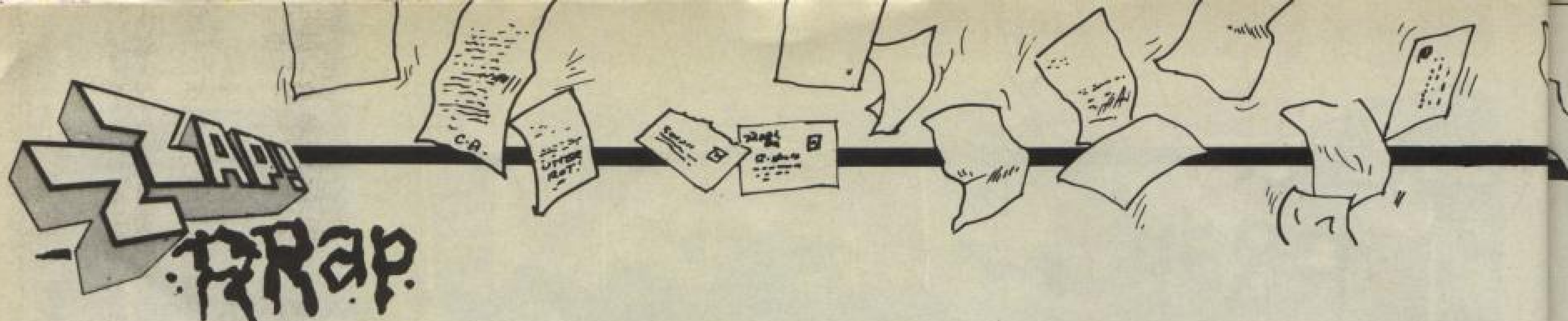
Finally, why don't you print an issue of issue one because many people missed the first issue of ZZAP! 64 and only got issue 2 onwards.
Niall Maguire Waddon, Croydon

I am sure the people at Beyond will have heard your plea via these pages. Come on Beyond, send Niall his missing games! As to issue one, you have no idea what it would cost! £5-£6 per copy I shouldn't be surprised. I doubt that anyone would really want to pay the price!
LM

HOLE IN ONE?

Dear Lloyd,
Your column in ZZAP! 64 is full of complaints and congratulations however, I have seen very few queries. This, I hope, will bring in a new phase of letters, ie: interesting. The fabulous reproduction of golf that US Gold have come out with is brilliant (*Leader Board*). However, although it is superior to many other golf games, is it possible to get a hole in one? I have played round after round and hole after hole for the last month or so failing miserably until Tuesday night at 11.30 pm it happened, I hit a beautiful shot straight at the pin. A hush came over the audience, it was five inches away from the hole. Is this a record? Or has someone beaten this or even got a hole in one? Could you please help me out as I'm liable to tear out all of my hair if the ultimate (or not so) question isn't answered.
Alastair Davison, Dechmont, W Lothian

Your question is answered, Alastair! I, my very and most personable self, have sat beside Gary (Balasteroid) Penn and watched him get not one, but two holes in one on Leader Board. Of course he's far too modest to say so himself, but it was pretty amazing.
LM



ZZAP! RRAP

A BITTER PILL

Dear Lloyd,
The recent issue of ZZAP!, the one with *Green Beret* on it, contained an interview with some computer music makers. The interview contained a number of swearing words. Could you please tell me why these were necessary!

Also, I've seen in other previous issues that there have been a number of references to the local pub, and how you sometimes hold interviews down there. Alchohol I understand is the biggest drug of all, and many of your readers are at the age of 15-17. Even I can see how those 17 year olds would be slightly persuaded by those references, of the Flatulence Bitter or something.

This country may be a free one, but let's not take liberties by using language which is meaningless, and spoiling what is the best mag the 64 will ever see.

I like all the ZZAP! team, and Gary more so, but that interview was the most moronic, asinine drivel I've ever read.

Simon Brown (13), Chelsea, London

Well that's musicians for you, all bitter flatulence and expletives. Obviously the interview was accurate in conveying the atmosphere!

LM

INCOMPREHENSIBLE

Dear ZZAP!
I'll go straight to the point; how do you ever expect any of your readers to understand the complex technical art terms which Ms Brigitte Van Reuben writes for the Art Gallery?

To prove my point I'll mention some words which were written about the picture called 'Juno'. Words like: eschewing, oeuvre, preprandial, metaregurtitationism, terre verte, quasi chinoise imp, effete, aesthetes, and finally the fin de siecle period. By the sound of this Ms Brigitte Van Reuben seems to be fresh from College and is anxious to show off her newly acquired knowledge.

All I'm trying to say is that no-one who reads ZZAP! is an art expert so you should either only show the pictures by themselves or give a less technical commentary, maybe this is the reason why Compunet came last in the ZZAPtionnaire. Please tell me what's wrong with an art critic writing so the reader can understand, or maybe you should have a glossary of the terms (although in this case it may take up a bit too much space).

SAM, Leeton, NSW Australia

Words like these are in everyday use over here in Britain SAM! Alright, only joking. I think everyone's an art expert — the problem's obviously with the language, not the art. Brigitte quite often has her tongue stuck firmly in her cheek, but she's got a living to earn like anyone else and art critics always talk in incomprehensible language, otherwise you wouldn't know they were art critics, would you? And Compunet very likely came low in the questionnaire results because it had only started the month before, giving no-one time to accept it. We'll see what happens in the next questionnaire . . .

LM

UNCOVERED!

AHA! So, my little chouxfleurs, the truth is out! Sir Gareth the Penn, poutilicious perling of ZZAP! Towers, has given up his nightshirt frolics and taken to modelling ladies' underwear in order to scrape together a few new pence for his latest tub of hair gel!

Worry not ole' Gazza mateyboots. This sort of thing is quite common nowadays and this is 1986 after all, but stick to the stripey boxer shorts next time eh?
Joanne Allinger, Bolton, Lancs

No comment, Joanne . . . !



LLOYD EXISTS, OK?

Dear Lloyd,
I feel I must put in some points . . .

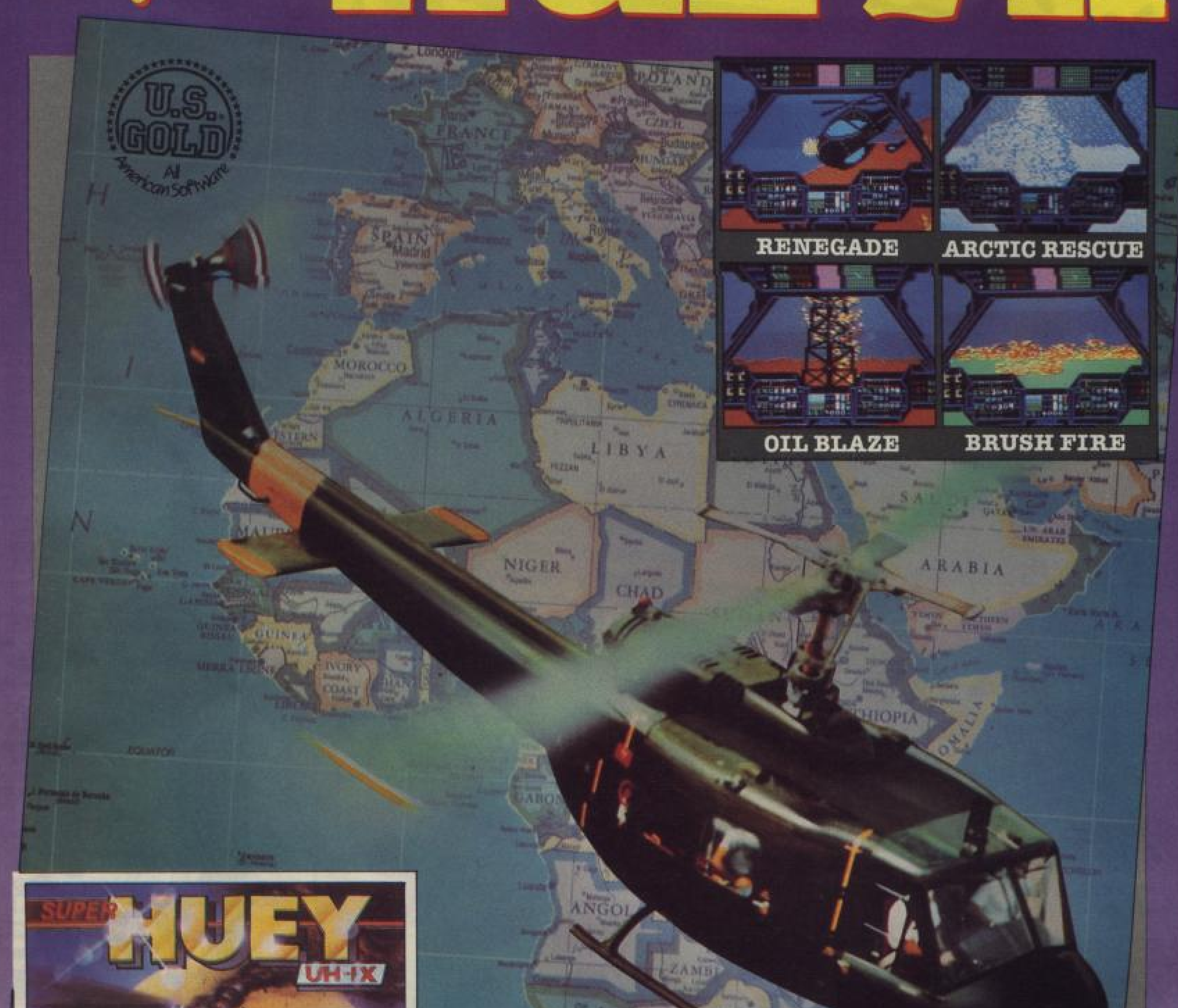
1) Do not reset your 64 (at least not with the earth lead that comes out of the C2N). After buying *Ghosts 'n' Goblins* then seeing tips requiring the reset I decided to try it, just once, won't harm it, WRONG! A spark flew out the back and when I turned it on the power light came on but no ready prompt. However, I did manage to save myself £20 or so by opening it up and finding the fuse had gone and replacing it.
2) There has been a lot of controversy about Lloyd Mangram's existence, as far as my knowledge extends I can only say 'I think he exists' for one reason, and one reason only. He has a completely different writing style to all the other staff writers, just look.
3) The Scorelord table. Is he a nerd or something, he changed an extremely good table into a pile of junk. I think that most people would like to see scores to beat not just scores every month.
4) I partially do not agree with Matthew Spencer's (issue 17) comments about Gary Penn, I agree he is a good reviewer, probably the best but he says Julian Rignall will speak out for/against a game indifferent to what the others think. Well what about Mr Penn then, just check back on the reviews of *Arc of Yesod* and *Ace*.
Matt Morris, Bungham, Notts

1) I'm no great resetter but Gary insists that you can reset your 64 quite safely, so long as you know what you're doing (unlike me perhaps).
2) Thank you Matt, of course I exist and how nice of you to comment on my writing style.
3) The high score table may be revamped in near future.
4) Too true, Gary's an opinionated little . . .
LM



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ZZAP! RRAP

AN EXTRAORDINARILY BAD CHEST

Dear Lloyd and Yobs,
I am feeling extremely depressed about computer software in general. Where have all the people gone with ideas? For example *Uridium* was a superb idea, I know it was copied off shoot em ups but that is a field of programming. 'So what,' sayeth Lloyd puffing on his large Corona cigar. Well now, everyone is copying Braybrook's idea, even Thalamus with *Sanxion* which looks very similar.

I too have good ideas for games and am trying to get them used. The other day I spoke to your ex-teaboy who is sat on his fat ar . . . er, answering calls for Thalamus and he said in his terrible sarf accent that it shouldn't be just the idea but also something backing it up. Well I'm sick and tired of clones, Matthew sodding Smith has a lot to answer for. I mean now it's got to the stage where everyone is doing arcade replicas. I've got *Ghosts 'n' Goblins* whoopee! Who cares, it's just because they've run out of ideas. Elite admitted to this in another mag and truthfully so. What's happened to games like *Elite*?

Oh, by the way, *Tau Ceti* is technically a very good game indeed. I like *Equinox* too but, what is that copied off, although it's just the graphics that are familiar as the gameplay is very good. I've had a go on *Hacker II*. Ha! I bet that made JR and friends sit up. Ah well. Yes, the big question is where can the industry go from here? It would be nice to look ahead but what future is there? I am sick and tired of people churning out crap software at £1.99. I'm on the dole but would much rather pay £9.95 for *Leaderboard* (deserved of three Gold Medals!) than bull churned out by Mastertronic — although they do not bear the brunt of the blame for this. It's a greedy market and I don't like that much, money is all they worry about, who doesn't? But the public spends the brass and sometimes it's as easy to churn out a good game as it is to churn out a heap of crap. So where's the good stuff?

Okay let me take your issue 17 for example, *Knight Games* reminds me of *Exploding Fist*. *Split Personalities* (excellent). *Second City* (Hmmm). The one arcade game I am looking forward to after spending wads of cash in the arcades is *Gauntlet*, it could save me plenty of the silver stuff! Sob! I may give up on my 64, although I may get a disk drive to widen horizons and *Alter Ego* (drool).

After all this moaning I should think you'll have something to say to cheer up this disillusioned games player. Hope I have amused you guys with this letter, it's time to go — 1.37 actually. Final question: is this your longest letter? Ah well, it passes an hour or two — or three. Anyway, I'm just off to get my arm amputated as it's aching so much. Hasn't my handwriting stayed consistently neat?
Dave (writeslongletters) Colley, Gunthorpe, Owston Ferry, S Yorkshire
PS I paid a lot for this Basildon Bond Paper and envelope so I expect results.

I don't smoke cigars. I doubt whether it's the longest letter, but the next writer has just as much to say . . .
LM

GREAT

Dear ZZAP! 64,
I have just purchased issue No 17 (my first ever edition) and I think it is GREAT!!!
Alex J Jones, Wood Green, London
PS Is this the shortest letter you have ever received?

If you had refrained from the exclamation marks, Alex, it might have been.
LM

MIS-POKED

Dear ZZAP!,
Why do the pokes printed in ZZAP! every month very rarely work? Every month we all dash down to the paper shops for our mag and whoop for joy. . . . a POKE for *Chuckie Egg*. . . Great, a POKE for this game or that and the same as usual the flipping thing doesn't work — and, yes, we do type them in correctly. Please get them right or only print the ones that you know work or I will stop buying ZZAP! and buy some other mag.

Please print this as if I am wrong perhaps some super brain can tell us where we are going wrong.
Mrs M Farmer, Macclesfield

Gary tests all POKEs unless stated otherwise, and I can assure you that they get printed only if they work. I know cos I see quite a bit of the testing going on. At the risk of offending you, I can only assume that SOMEthing is going wrong at your end either in the way they're entered or in the way they're implemented. I hope I haven't offended you, but Gary gets several letters directly which inevitably indicate some small mistake has actually been made even though the writer insisted there weren't any.
LM

QUESTIONS AND ANSWERS

Dear Lloyd,
Being bored (it's raining again today), I thought I'd write to you as I have done many times before. As a regular reader of ZZAP!, Commodore User, and C&VG, I would like to ask readers to stop moaning about the different mags. Most readers don't care if somebody thinks a mag is crap, if they don't like it then they don't read it. I noticed that you recently took the 'Best Selling Commodore Mag in Britain' thing off the front cover, as CU get more readers. This shows that 48,565 Commodore owners prefer that mag.

Now a few questions:
A) Why did the *International Karate* scores get renewed? In issue 16 me and a few others were in, but this issue (17) we weren't there, even though the scores were higher than those in issue 17.
B) Why the 128 review? This isn't ZZAP!64/128 yet.
C) Why does everyone skitt Penn, he's the only sensible one, even if he is a girly.
D) Is the Scorelord a sadistic retard?
E) Why is Julian 'stupid-prattwholikhighwayencounter' Rignall such a dickhead?
F) Can anyone find pokes for the *Human Race*?
G) Do the reviewers know that *Hercules* is an ancient release?
H) Is Jonathan Rignall as bad as his brother?
I) Why don't the *Spyhunter*, *Tapper* or *Kung-Fu Master* POKEs work?
J) Why does Green Hat have a machine gun on the front cover of *Green Beret*?
K) What is a 'proper' reset switch?
L) Why have you got an AMTIX! reviewer in the squad?
M) How can people still vote for Pitstop II? — it's ancient.
Cameron Saunders, Southport, Merseyside

The statement on the cover was correct — ZZAP! sold more copies in britain than Commodore User, and we removed for no other reason than it seems to be in bad (and pointless) taste to keep hammering an obvious point. What's more, CU wasn't gaining more readers, we were and now have a higher figure overall, still most of them in Britain. As to the rest . . .
A) It's the Scorelord's new scores system. Maybe he'll change in the near future.
B) The 128 review was a 'test' to see what the response would be. It seems no-one likes the idea, so that sort of 128 coverage won't be repeated in future.
C) Why not?
D) More than likely.
E) Is he? Only on Sundays.
F) You're lucky, there were POKEs printed in issue 18.
G) Gary does — it's one of his all time favourites.
H) Depends which way you look at it — he's certainly totally different.
I) They do.
J) Why not?
K) A piece of hardware which can be plugged into the back of the 64 and used to reset the machine.
L) Dick's not just an AMTIX! reviewer — he's a good gamesplayer and appreciates a good 64 game when he sees one.
M) People vote for Pitstop II because they like it. It's still good, even now.
Okay?
LM

NICE TO KNOW YOU'RE NICE TO KNOW

Dear Lloyd,
ZZAP! 64 is Great, Ex' and Brill. But I'm not writing to say that! I must say thank you to Elite Systems. Here's why — in February 86 I sent off for *Paperboy* the game and have been waiting ever since, until, 10th of August. I got a letter from them saying how sorry they are for any inconvenience . . . and (wait for it), by way of compensation they enclosed a complimentary copy of their number one hit *Ghosts 'n' Goblins*.

I must say that it's great to know that software companies are concerned with their customers orders and can make it up so easily so THANK YOU ELITE SYSTEMS LTD AND KEEP UP THE GOOD WORK.
Stuart Collins, Folkstone, Kent

Nearly everyone seems to want to beef at software houses so it's nice to know there's one satisfied customer out there!
LM

ZZAP! RRAP

KEEP THE HUMOUR

Dear ZZAP! 64,
I've been a ZZAP! regular right from the first edition and greatly enjoy your magazine. I have never had any complaints until now. Lately you've been printing a load of absolute crap — oops, sorry, I meant drivel — in the ZZAP! Rrap columns. Letters from people who for some reason have cardiacs when you innocently and humourously print the words 'crap' and 'sod' amongst your hallowed pages. Readers who condemn you for cracking a little joke now and then about Chernobyl, etc. Have these people got no sense of humour? I strongly recommend they forget about ZZAP! 64 and stick to the Church Chronicle, I am sure they will have no cause for complaint then.

Carry on with the humour lads you're doing a cracking job. And please, please, please — no more Mary Whitehouse letters about censorship, they're very boring and annoying to read. I think I speak for the majority of normal ZZAP! readers excluding, of course, these Jehovah's witnesses and monks.
Darrann Hughes, Kirkby, Liverpool

Humour, like games, music, films whatever, is all a matter of taste I guess, and sometimes what cracks us up in the office doesn't necessarily amuse everyone — or perhaps we don't always write it in a manner that appeals. However, throw it away, and you throw away whatever anyone thinks is good in ZZAP! That's how I look at it.
LM

GOOD REVIEWERS, BAD LANGUAGE

Dear Lloyd,
I think your magazine is excellent. Especially your section. Grovel, grovel! I would just like to comment on what a good job I think the reviewers do. They never seem to get anything but criticism in your section. They just say what the game is like, not bothering to think about who it is going to annoy. It must take a lot of bottle.

The only complaint about your magazine is the bad language sometimes used. My 8 year old cousin was looking through the magazine and came across the words 'crap' and 'sod' quite a few times. He now uses these words all the time so could you please refrain from using them.

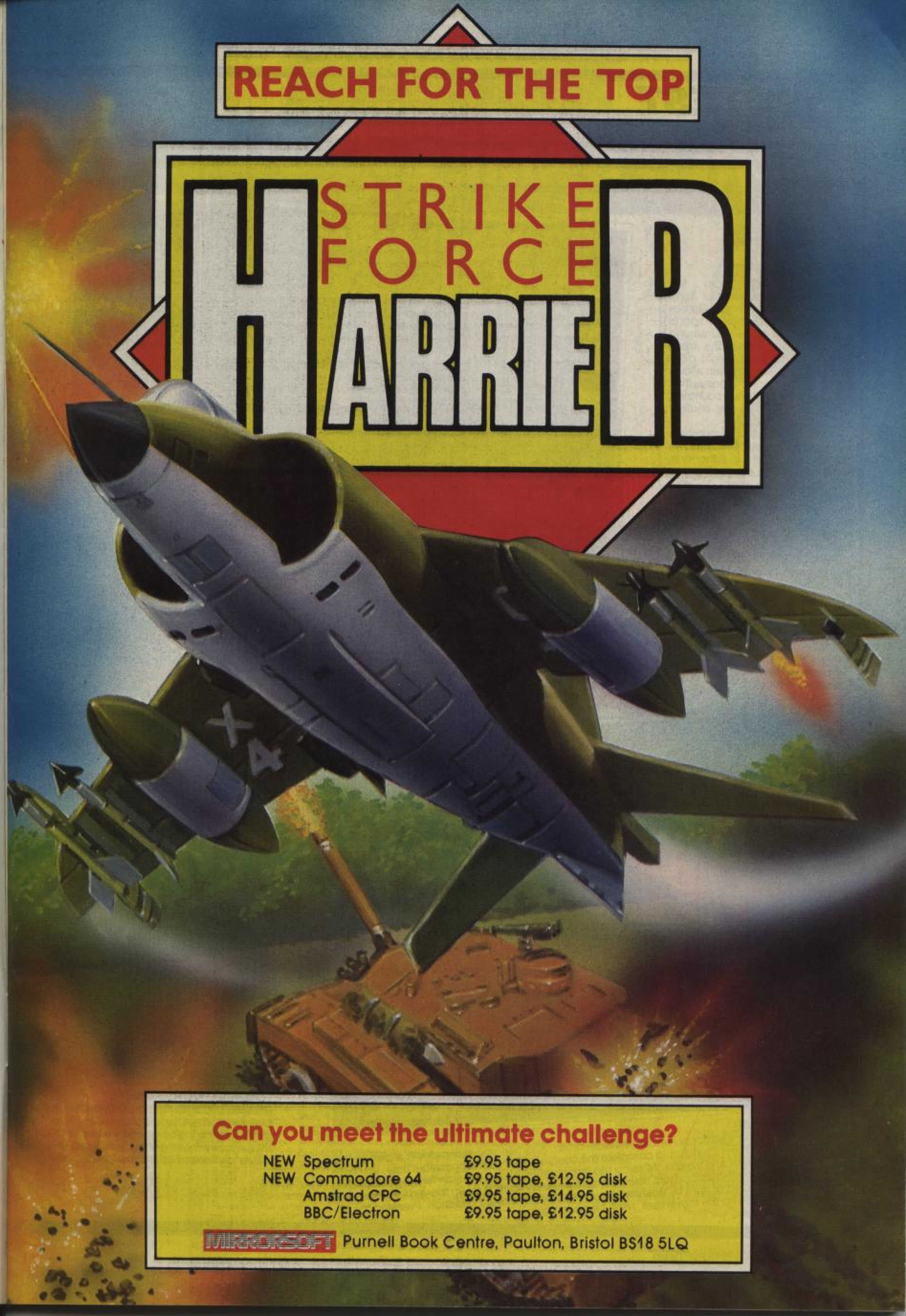
Also, could you please tell me why some games appear in the ZZAP! Top 30 before they have even been released. Also, I was very sad to read in Issue 16 that Gary Liddon was leaving you. I thought he was the best reviewer by far. I wish him every success in his new job at Thalamus.
A devoted ZZAP! reader, Werrington, Staffs

I agree with you, Devoted, they do a great job, and look at all the thanks they get — moan, groan, complain . . . It's certainly a dog's life being a ZZAP! reviewer, up at the crack of dawn, never in bed before 3 (in the afternoon) etc, etc. No wonder they're given to swearing now and again (although a sod is a lump of turf you know — have you ever thought your young brother may be picking up some of these words from school)?

Top 30 — readers vote for the games they like. Why they vote for unreleased games is beyond me and perhaps Gary ought to check that those are embargoed until after release.
LM

So much for BVReubenisms, so much for this month too. I look forward to your letters (honest) and in case you're new to all this, the address is: LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.




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ZZAP! TEST

WORLD GAMES

US Gold/Epyx, £9.95 cass, £14.95 disk, joystick only

Following on from the immensely successful *Summer* and *Winter Games* series is *World Games*, a sports simulation that takes you around the world, embracing the traditions and customs of eight different countries. The program allows up to eight people, representing any of eighteen different countries, to compete against one another and go for gold.

World games has a comprehensive options screen which allows players to compete in either one, some or all of the events. You can also practice an event to your heart's content. If you compete in an event, or events, though, you are only given three attempts to prove your worth. Each event is loaded individually.

The disk version has two extra features not present in the cassette version. Firstly, any outstanding performances can be saved to disk for posterity (or ego tripping — whichever you enjoy most). Secondly, there is an option to display a location description before you compete in an event.

Here is a breakdown of each of the eight events . . .



WEIGHT LIFTING (Russia)
In this battle of the steroids you step into the shoes of a well-endowed weightlifter. There are two type of lifts: 'clean and jerk' and 'snatch', both controlled with forward and backward movements of the joystick. In the 'snatch' your strongman picks up the weight when the joystick is pulled back — lifting is done by pushing, snatching by pulling, and the final lift is a push. Sounds easy, but timing is absolutely critical. Push or pull too fast or take too long at any time and your lifter will drop the weight. The 'clean and jerk' uses a similar control method, only there are more forward and backward movements and the timing is even more critical.



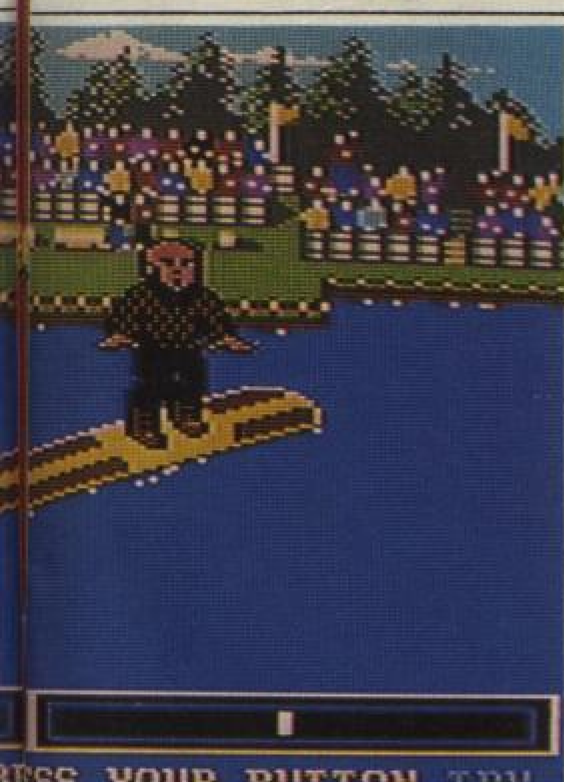
SLALOM SKIING (France)
This event is based on the traditional Nordic obstacle races, and has you skiing down a demanding course spread over a cold and icy piste. To complete the course in then fastest possible time, you have to skillfully mix timing, speed and control. Missing too many gates, hitting the side fencing or colliding with a gate results in instant disqualification. Your man automatically speeds down the vertically scrolling course and can be moved left or right by pushing the joystick in the relevant direction. Pressing the fire button while turning speeds up the movement, useful for negotiating the tighter parts of the course.



LOG ROLLING (Canada)
Balance and agility are the order of the day as two players attempt to dislodge each other from a large, floating log by spinning it back and forth. By rhythmically moving the joystick left and right, a player can speed up or slow down the rotation o

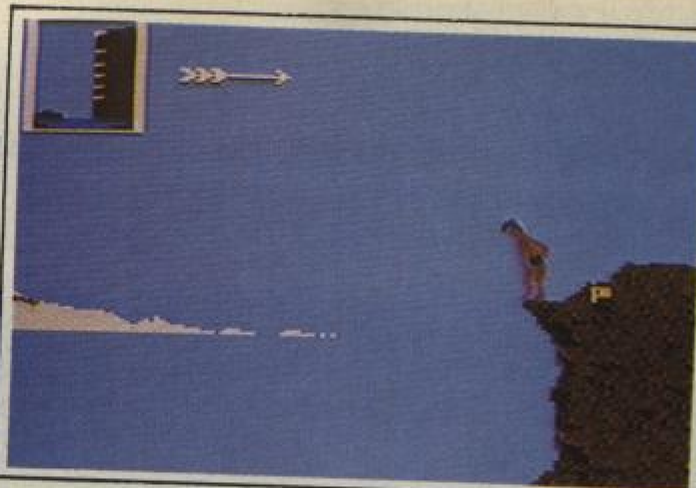


How wrong I was when I thought that Epyx had exhausted their supply of sports. World Games contains all the activities you would never dream of seeing on a home computer. As with all of the Games series I was immediately taken by the superb graphics and the amount of detail used in the animation. World Games consists of eight games that are all very playable in their own right. Each event features some stunning spot FX and superb compositions. The bagpipes on the caber toss are as good as, if not better than the real thing. All the events have a real sporty feel to them which makes them immediately addictive. Being the office sportsman I can definitely say that without a shadow of a doubt, World Games is the new sports simulation of the decade and a must for all armchair enthusiasts.

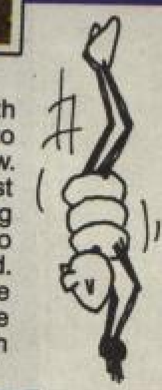


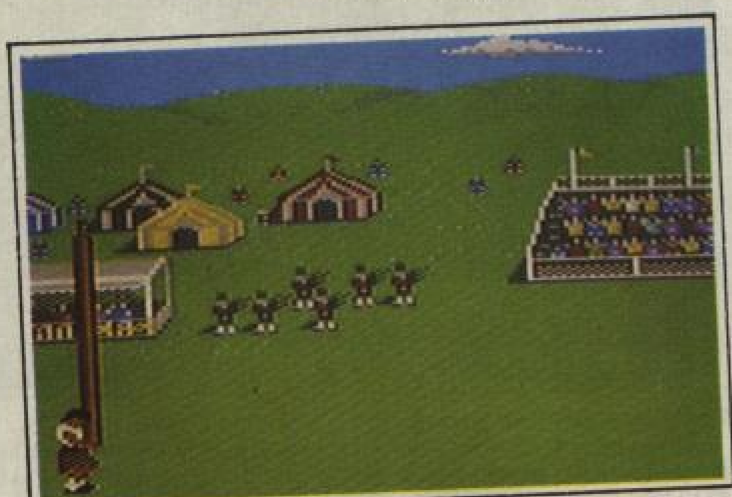
the log. Pressing the fire button reverses the direction of roll, thus momentarily unbalancing your opponent. High scores can only be obtained by quickly removing your opponent from the log and maintaining your balance as you do so.





CLIFF DIVING (Mexico)
Precise timing and nerves of steel are essential in this breath taking event. A press of the fire button launches your diver into the air, where he proceeds to fall until he hits the water below. The screen scrolls vertically as the diver falls, and you must ensure that his back is arched to counteract the oncoming wind. As soon as the water looms into view, straighten out to enter smoothly, then quickly turn to avoid hitting the sea bed. A dive can be made from one of six heights, but to score maximum points a dive must be made from the very top of the cliff, 118 feet above the small, shallow expanse of water which breaks your fall — or your neck should you err!





CABER TOSS (Scotland)
Up to the bonny hills of Scotland to compete in the famous highland games. Timing and a hefty load-bearing capacity are the keys to this demanding test of strength as you strive to chuck a telephone pole sized caber as far as possible. Your kilted athlete runs (staggers?) when the joystick is moved left and right, and throws the caber when the fire button is pressed. The longer the fire button is depressed, the further forward the caber pivots in his hands. Releasing the button causes him to actually throw the caber. Should you throw too early or too late, then the caber will land quite dramatically on either your head or toes.



BULL RIDING (America)
Bareback action at its most exciting and competitive. By keeping your wits about you and moving the joystick in the correct direction, you have to try to stay on the back of a belligerent bull for eight gruelling seconds. There are five increasingly aggressive bulls to test your bareback riding skills to the full. Or, if you are in practice mode, a second player can control the bull and attempt to make you eat dirt.

NOVEMBER 1986





Epyx have truly excelled themselves and have produced their most impressive and playable sports simulation yet. The attention to detail is meticulous and there are loads of neat touches throughout the game. Such as the weightlifter breathing and rubbing his hands around the bar between the weights; the skater who plunges through the ice and turns blue with the cold when you inadvertently forget to prepare him for landing; the bull leering at you after you've been thrown; the fatty sumo wrestler flat on his back, dazed and panting . . . I could go on for ages describing the numerous humourous aspects of this game.

Not only have Epyx produced an unbeatable game — they've come up with some of the best graphics and sound I've ever seen and heard. The backdrops are great, and the sprites are beautifully drawn and animated. The eight new pieces of music are brilliant, and the spot FX are outstanding. World Games is a stunning package, and I have absolutely no reservations in recommending it to anyone as this is the most enjoyable game I've ever had the pleasure of playing. I don't think the tape version will be too much of a pain, since each event is extremely playable in its own right — more so than any other previous Epyx offering. The sumo wrestling and log rolling events are my favourites, especially when playing head-to-head with another player. With World Games to play for many months to come, I can certainly wait for Winter Games II!



What can I say? Epyx have again come up with a sports simulation that knocks the detritis out of any other sports simulation on the market — including their own! Forget everything else, this **is** *the definition of 'state of the art'. The graphics are nothing short of miraculous, and the animation is totally out of this world. There are so many brilliant touches to this program, seeing is the only way of believing. Hearing is the only way of believing too! The bag-pipe tune announcing the Caber Toss is unbelievable! Forget the Fairlight, SID can do it too! The game is a pesky multiload job, but then it's worth waiting every second for each event to load. Go and get it — it does for the Commodore what Trident does for demolition!*



BARREL JUMPING (Germany)
Since the advent of this sport over 300 years ago, there has been many a bruised posterior to tell the tale of a jumper who failed to clear the last barrel. At the beginning of this event your skater gives the thumbs up to tell you when he's ready. You can then set him skating across the ice by moving the joystick left and right. A good rhythm is most important, and so is a well-timed take-off. Pressing the fire button sends the brave skater sailing into the air, and pulling back on the joystick braces him for landing. If you fail to complete any one of these manoeuvres correctly, then your skater could end up badly battered and bruised.



SUMO WRESTLING (Japan)
A true battle of the bulge — wrestling the Oriental way. In this one or two player head-to-head event, you have to simply (!) get the better of your opponent by either toppling them to the ground or pushing them out of the ring. There are twelve moves open to each player, such as pushing, pulling, grabbing, slapping and tripping, along with a spectacular over-the-head throw, better known as the Utchari. All moves are accessible via the joystick. Points can only be gained by fast, successful moves and a quick result, ie: the shorter the match, the higher your score.



Presentation 99%
Impeccable. Detailed and informative instructions. Lots of neat options and numerous humourous touches throughout.

Graphics 99%
Outstanding sprites and backdrops. Amazingly realistic definition and animation.

Sound 99%
Several excellent tunes and spot FX capture the atmosphere of each location.

Hookability 98%
Instantly impressive and addictive.

Lastability 97%
And the first impressions last.

Value For Money 97%
Eight compulsive events for a tenner.

Overall 98%
Yet another quality Epyx production. The state of the art sports simulation for the 64.


Many eons ago, an advanced technologically oriented civilization was forced to evacuate the Earth prior to the Ice Age. Now, these Xevious people are returning to reclaim their heritage through conquest.
From the controls of your Solvalu super spacecraft, you must defend the Earth from takeover by the Xevious invaders! Flying a search and destroy mission, you will cruise over the scrolling landscape, bombing Xevious ground entrenchments and zapping the air targets that come into range. Easy. But now look out for the flying mirrors — impossible to destroy; a collision will spell certain death!
In the event of your surviving wave after wave of enemy onslaught you will encounter the controlling force of the Xevious offensive; the Andor Genesis Mother Ship! This is your goal. A direct hit to her central reactor will disable her, but do not be lulled into a false sense of security. Xevious forces will soon re-appear to renew their attacks with increased determination!
Another classic Atari coin-op hits the 64! ZZAP 64
XEVIOUS
XEVIOUS
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All American Software
ATARI
Commodore 64 £9.99 CASS. £14.99 DISK.
Spectrum 48K £7.99 CASS.
Amstrad £9.99 CASS. £14.99 DISK.
*Xevious is engineered and designed by Namco Ltd. Manufactured under license by Atari Inc. and U.S. Gold, 2/3 Holford Way, Holford, Birmingham B6 7AX.



Distributed by US GOLD LIMITED, Unit 2/3 Holford Way, Holford, Birmingham B6 7AX

JEEP COMMAND

Bug Byte, £1.99 cass, joystick or keys



Germany: July 25th 1989, and the Warsaw Pact has just crossed the East/West border. The invasion was a sudden one and NATO didn't have the chance to completely organise their forces. Vital battleplans must be delivered to various parts of the country so things can become organised. Since they're too important to send via radio or telephone (lest the enemy intercept the broadcast) they must be delivered to their destination by jeep despatch. And you, being one of the best drivers in the country, have been ordered to make the delivery. The territory you must cross is unfamiliar to you, but orders are orders . . .



Although the gameplay is out of the ark I really enjoyed playing this game. OK, so it's a version of Moon Patrol, *but it's a very good one and has plenty of original features to stop you getting bored. The graphics are pretty poor and the scrolling often judders, but on the whole it doesn't matter when a game is as much fun as this. The sound is pretty good, a really nice little ditty plays throughout the game. If you've got a couple of quid burning a hole in your pocket then* Jeep Command *is worth a look.*

Jeep Command is a version of the old arcade favourite, *Moon Patrol*, a one way horizontal scrolling game. The jeep appears on the left hand side of the screen and can be made to accelerate or decelerate by moving the joystick right or left. Pushing up on the joystick makes the jeep jump into the air, the duration and height of the jump determined by the velocity of the jeep.



Jeep Command *is simple, unoriginal, graphically retarded, aurally superb, and great fun to play. The backdrops and sprites are average, although they don't offend the eye, and the soundtrack is excellent and suits the pace of the game. For only two quid* Jeep Command *represents excellent value for money. It may well be old hat and derivative, but it's highly addictive and very compulsive.*

The route you have to follow takes you across some very rough terrain, including rocky roads, chasms, and caverns. If the jeep comes into contact with any landscape feature, such as a hedge, tree, mole hill, stalactite, chasm, crater or wall, then it explodes, resulting in a loss of one of the five jeeps made available during the game. Fortunately, extra jeeps can be aquired at regular intervals throughout the game.

The jeep's jump facility is the best way of avoiding the landscape features, but there are other, more sinister hazards which come from the air — enemy bombs and grenades. These drop from the sky and bounce about, waiting for you to drive into them. If you're fast enough you can blast them using the jeep's machine gun. The jeep can fire in two directions, useful for shooting grenades which sometimes come from behind.

There are six different sections of landscape, indicated at the bottom of the screen by a bar graph which increases and changes in colour as you progress through the landscape. Other on-screen information includes a speed indicator (yet another bar graph) and your score.

As you progress through the landscape the going gets tougher. Landscape features pack closer together, requiring very precise jumping to clear them. Hills and scaffolding also make an appearance. The jeep can climb hills with ease, but usually there's some nasty hedge at the bottom waiting to catch an unwary driver. Scaffolding can be used to avoid travelling along the ground, although sometimes even these have impassable hazards — you just have to work out which is the best route to take.



Let's face it, this game is neither original nor graphically magnificent. What it does have going for it though, is an absolute mountain of playability combined with one of the best soundtracks I've had the pleasure of hearing for a long time. The game doesn't get too frustrating, and thanks to the option of being able to continue a game from where you last died it is possible to get quite a way into the game. If you're a fan of the Moon Patrol *style games, then this cheap offering from Bug Byte is well worth getting your hands on.*



Presentation 84%
Pleasant attract mode and keyboard/joystick option.

Graphics 58%
Far from outstanding, but they're not offensive and work well enough.

Sound 93%
A great tune plays its way through the game.

Hookability 84%
Simple concept and enjoyable gameplay gives instant addiction.

Lastability 77%
Challenging and playable, especially the last level which is a real toughie.

Value For Money 90%
Although it would be a cheek to price it any higher, it's still a good buy.

Overall 82%
A revamped oldie, but a goodie.

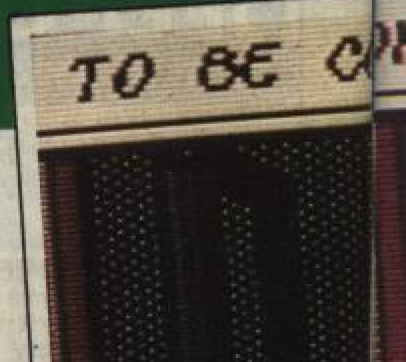
ZZAP! TEST

DAN DARE

Virgin, £9.95 cass, £14.95 disk, joystick only

SIZZLER





Dan Dare, pilot of the future and comic book hero of the fifties, continues his adventures . . . not on paper, but in the form of a computer game — courtesy of Virgin's Gang of Five.

For the uninitiated, Dan Dare first appeared in The Eagle comic in 1949 and quickly built up a huge following which continued until the demise of The Eagle in the 1960's. He reappeared in 2000AD in the late seventies and then again when The Eagle was relaunched in 1982. During these years he successfully averted many potentially terminal threats to mankind, and throughout his adventures one alien made his presence known more than any — the green swollen-headed Mekon, along with his group of followers, the Treens. This despicable creature, twisted beyond measure, has sworn to terminate mankind's existence, but so far his efforts have been in vain. Until now that is . . .

Dan kicks off his computer adventures with one of the toughest missions he has ever volunteered to undertake. The Mekon has captured an asteroid, placed an atomic bomb and a nuclear fission drive at its centre, and has set it on a collision course with Earth. If the asteroid hits its target then Earth will meet a certain doom. But Dan and his chums, Professor Peabody, Digby and his pet 'thing', Stripy, are already winging their way towards the heavenly menace in the starship Anastasia in an attempt to avert its potentially deadly threat.

The game is a flick screen arcade adventure set a few moments after Dan has landed on the asteroid. Unfortunately, the mission has already run into trouble . . . as Digby and Prof Peabody were leaving the Anastasia they were ambushed by the Treens and carried away to a compound deep below the asteroid's surface. Dan and Stripy managed to get away, but now there's an extra problem — Digby and Peabody have to be freed from the Treen prison before the asteroid can be destroyed.

Dan's adventures begin on the surface of the asteroid. He has to make his way down into its interior, done by climbing down one of the many ladder-lined shafts. Doing so takes Dan down into a system of caverns which lie just below the surface. Here, exploration yields its own rewards, but care is needed as the place is crawling with Treens which pose a direct threat to Dan's mission — and existence. If a Treen is near a cartoon caption appears at the bottom of the screen warning Dan of the imminent trouble ahead. If he stays put, the Treen attacks and Dan automatically goes into 'fight mode' — a box containing two bar graphs is displayed on the screen, one relates to Dan and the other to the Treen. Pushing the joystick up or down moves Dan's guard up and down, and pushing forward makes him punch. When a punch lands home the recipient loses a chunk from his energy bar, which has fatal consequences if it reaches zero. If this unthinkable event ever happens to Dan, the game ends and the Mekon will go on to destroy old Mother Earth.

Dan can also dispose of the Treens by lobbing grenades, done by pressing the fire button and moving the joystick backwards. The only problem with this method is that Dan has a limited amount of grenades — and at least ten of them are needed to destroy the Mekon . . .

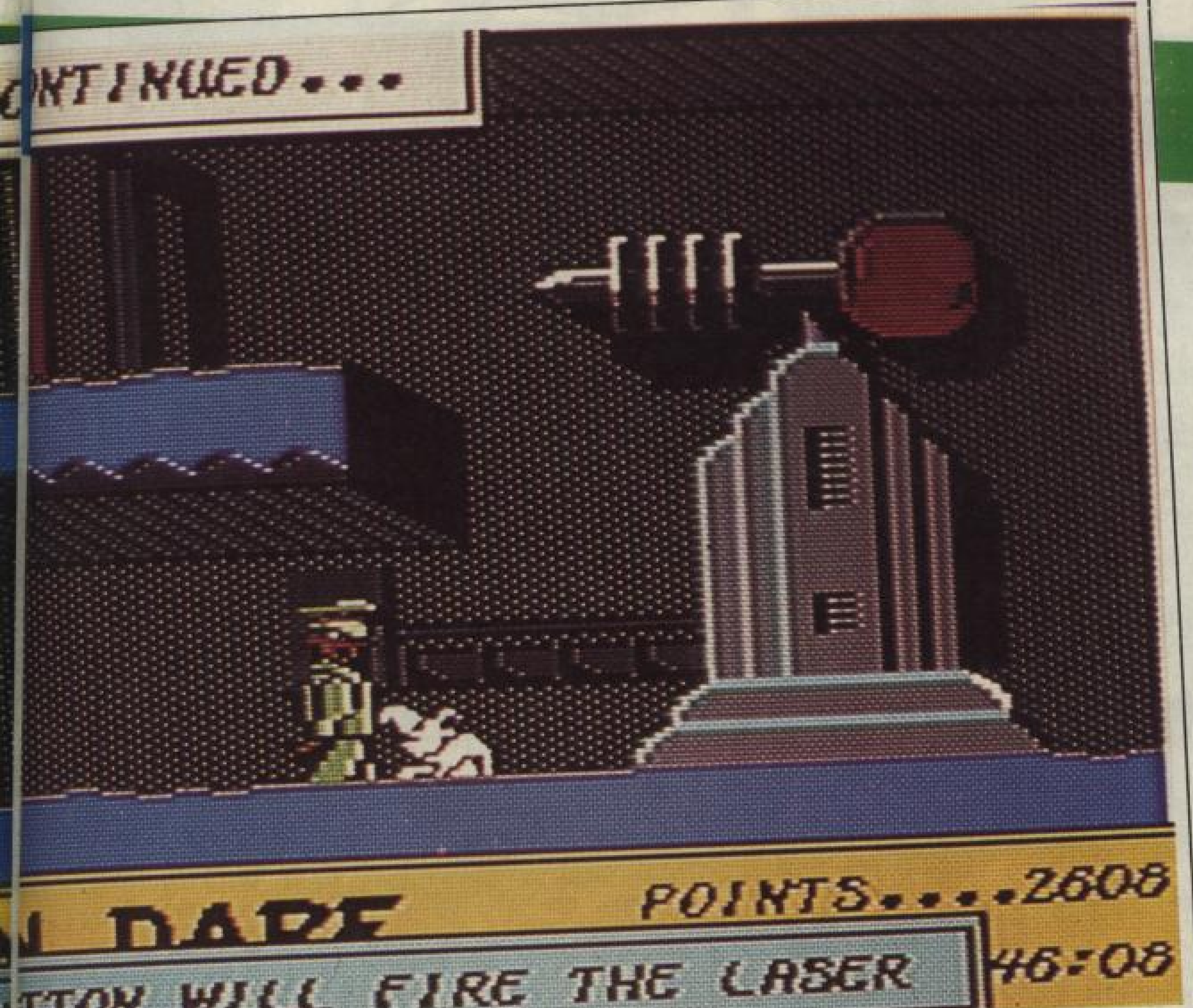
During the game it is possible for Dan to interact with certain objects. If Dan moves near to an object, a caption appears at the bottom of the screen. Keeping the fire button depressed and moving the joystick back or forward cycles through a series of options, displayed in the caption. When what you consider to be the right action appears in the caption box, taking your finger off the fire button executes the action. There are quite a number of objects which must be correctly used before it's possible for Dan to delve even deeper underground and gain access to the Mekon's control centre.

When Dan finally reaches the control centre similar principles of object interaction and fighting with Treens apply. But there's also the problem of finding and freeing Digby and Prof Peabody, destroying the three computers which control the trajectory of the asteroid, and finally meeting the Mekon himself in a deadly confrontation in which there can be only one survivor!

This arcade adventure is one of the best I've played in a long time. It's got a fantastic atmosphere and is as close to the original cartoon strip as is possible. The humour in the game is really great too — just try executing some of the less than obvious options! Controlling Dan and making him interact with objects is really easy and fighting with the Treens is great fun. The problems in the game aren't too tricky to solve as they are logical and require lateral thinking. It's very rewarding when you finally work out what to do and some have very spectacular results. The graphics are truly stunning and it's quite safe to say that this is the first interactive cartoon strip. Brilliant stuff Gang of Five — when are you doing a follow up?









After nearly two years of intensive and pensive programming, Andy Wilson has come up with a brilliant game — the best arcade adventure I've played yet. It's certainly been worth the wait. There are many neat problems to overcome throughout the game, some easy, others tough — all of them logical and satisfying to solve. Dan Dare *also looks superb — Ian Mathias has produced some exceptional cartoon quality graphics to complement a very playable and highly competent interactive comic strip.* Dan Dare *is quite simply ten pounds well spent and I have no reservations in recommending it to any avid arcade adventurer.*

However, there isn't an end to Dan's problems even if he does manage to dispose of old green bonce; the Mekon is a sly character who doesn't let the fact that he's dead stop his revenge. He has made sure that in the event of his heart stopping, a powerful time bomb will start to tick down. This gives Dan a mere two minutes to get back to the surface of the asteroid and escape, companions in tow, in the Anastasia.

To make matters worse, there is also a time limit to the whole game — Dan having from 12.30 to 13.00 hours to completely finish the operation. Will he be able to do it? He's never failed before — but then this time the fate of the Earth is also in your hands . . .





I think Virgin made a good choice in producing a different Dan Dare *for each computer, as there is no way the Spectrum version would had worked as well. As this version stands it's one of the best arcade adventures on the market. The things that really impressed me were the torch searchlight effect and disguising yourself as a Treen. The graphics are beautiful, especially the backdrops in the Mekon's underground complex. I really enjoyed playing* Dan Dare *— it's a brilliant game which shouldn't be missed.*

Presentation 94%
Very effective use of cartoon captions. Excellent on-screen presentation.

Graphics 96%
Superb cartoon style characters and backdrops — reminiscent of the real thing!

Sound 70%
Suitable music and spot effects.

Hookability 97%
As easy and enjoyable to play as the comic strip is to read.

Lastability 91%
The Mekon and his motley crew have plenty of nasty tricks up their sleeves . . .

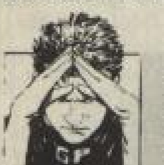
Value For Money 90%
An expensive, but novel interactive comic strip.

Overall 94%
A highly original and playable arcade adventure.

VELOCIPEDE II

Players, £1.99 cass, joystick only

Mr Megafat has always been a fat, wobbling lump of lard. But at least he's a happy fatty. One day he visited the doctor to get his athlete's toenail cured, and during the course of his examination the doctor remarked that Mr Megafat was very, very overweight. The doctor diagnosed that if Mr Megafat didn't lose weight as soon as possible, he would keel over and die of a heart attack before the end of the week! Gasp! So shocked was Mr Megafat that he bought a unicycle and started a strict and strenuous fitness course. This is where you come in . . .



Once again Players have come up with a professional product, only this time there's one flaw . . . there's no real game. As is the case with other Players' releases, the graphics are very pretty, the music is quite jolly, and the presentation is first class. Unfortunately, there's very little to do and what is there, is too easy and ultimately very boring. However, Velocipede II is simple enough to appeal to the very young gamesplayer, so I wouldn't dismiss it totally — especially for only two quid.

Velocipede II is a one-way, horizontal scrolling game in which you play the role of Mr Megafat on his quest to fitness and a slimmer waistline. Unfortunately, the land he lives in is a strange one, and isn't really suited to a cyclist. Consequently, his little jaunts in the countryside are fraught with danger. Luckily his bike, the Velocipede II, is fitted with the latest in plasma cannons which can destroy anything that gets in his way.

When the game starts, Mr Megafat trolls out of his house and mounts his trusty unibike. The screen scrolls from right to left and you have to guide the jelly-like character to his destination. His velocity can be changed by moving the joystick right or left, and he can be made to jump by pushing forward. Along the route there are many hazards, both animal and geographical, which have to be avoided. Holes in the road and creepy crawly creatures can be jumped over, and anything bouncing along at head height can be disposed of by shooting it with the plasma gun.



Gary! Gary!! Gary!!! I've completed my first Commodore game! — and let's face it, it wasn't exactly difficult. This game was obviously designed with bad players in mind; after four minutes I had it sussed, just hurtle along and jump occasionally, and you've cracked it. The game is a great idea — a sort of Moon Patrol on a unicycle — but it's just too easy peasy. Still, who cares, it's the first game I've completed on the 64. Now where's the Scorelord . . . ?

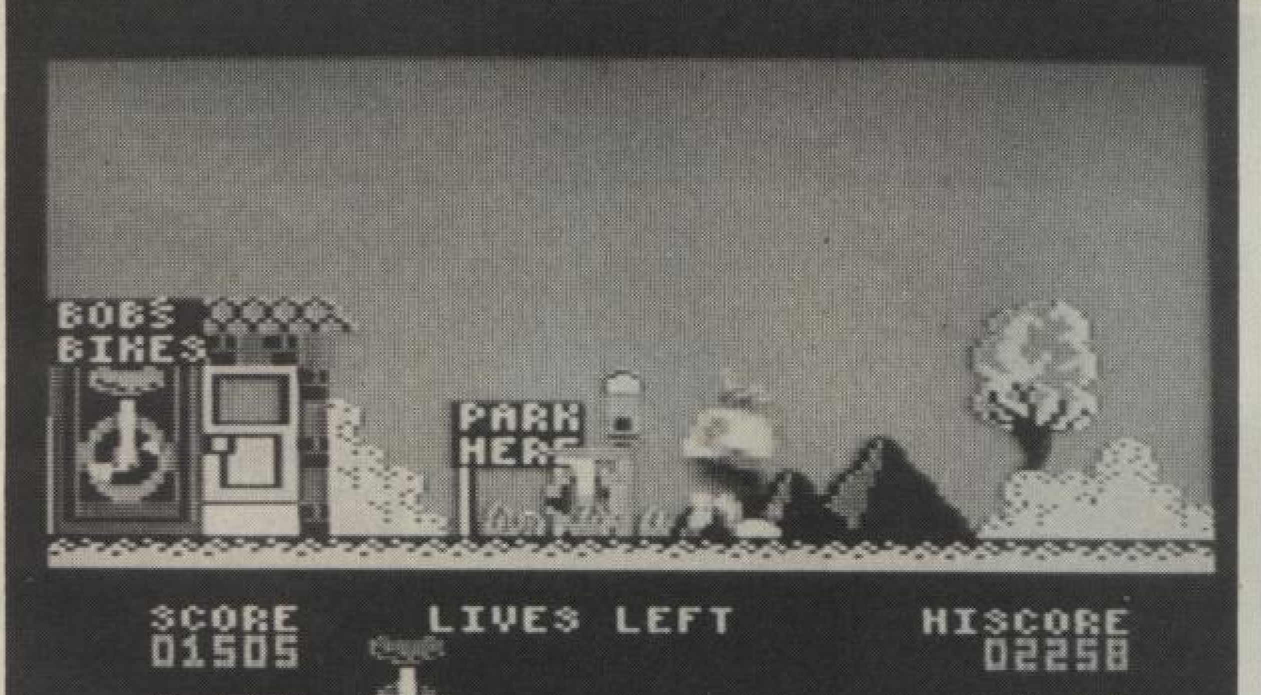


If the fatty is stupid enough to fall into a hole in the road, he loses one of his four lives. Crashing into a creature, however, increases a damage bar graph, displayed at the bottom of the screen. When the damage bar reaches the end, a life is lost.

There are four different routes, each a set distance in length, which have to be completed before you can tackle the first one again.



This would have been quite a fun game if the four courses were longer. As it stands it's totally ridiculous. Not only are the four levels no more than a few screens long, but getting through them involves very little skill. The graphics are quite nice and the sound isn't bad at all, but the game is virtually non-existent. A shame when you consider the quality of the other two programs in the players range. Avoid it, unless you want to waste a couple of quid.



Presentation 92%
Competent in-game presentation and neat Lodagame.

Graphics 76%
Big, chunky, colourful and pleasant.

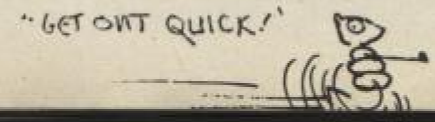
Sound 68%
Some very jolly tunes and jingles complimenting the action nicely.

Hookability 58%
Immediately playable but not very demanding.

Lastability 27%
Four levels which are ridiculously easy to complete.

Value For Money 42%
Cheap at two quid, but there's not much game for your money.

Overall 36%
A nice idea let down by poor content.




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JACK THE NIPPER

Gremlin, £9.95 cass, joystick or keys



How naughty are you? Naughty enough to smash Mummy's plates? Or put weed killer on Daddy's prize blooms? If so, then you must be related to the 'orridist little kiddywink in the whole of the known universe . . . Jack — the Nipper.

The implicit charm of *Jack the Nipper* is that it is almost a complete cartoon, real life people — none of this alien bashing, etc. Perhaps you never had the guts to smash your brother's model aeroplane, but now with *Jack the Nipper* you can do just that and be as bothersome and awkward as you like.

Jack the Nipper takes the form of an arcade adventure, in which the various rooms are arranged into several streets and houses. Each room contains several objects which must be collected and used in another location or smashed up there and then. The art of naughtiness is to learn which bits of furniture can be leapt on, which objects must be collected, and which objects can be broken.

Certain objects must be used in conjunction with others. For example, you will need the weed killer to kill the flowers, the soap powder for the Launderette, and so on.

Normally, the other inhabitants of the Nipperville happily wander around in an unorganised manner with nothing to do but their everyday shopping. However, should you get out your trusty old peashooter and fire a pea at a passerby, then the whole street turns on you and attempts to smack your poor little botty. With all this botty slapping you gain a rather sore rash, which is measured on a scale at the bottom of the screen. When the rash level gets too high, you lose one of your five precious lives, so it's best to be very naughty without getting noticed too much!

If you are carrying a key it will give you access to smaller rooms, which can be found in odd places like behind the back of radiators and through walls, which usually lead to separate platform games. Many entrances or exits are only one way. For example, going through the radiator in the bank will eventually lead back to your bedroom, but you can't go the other way. The town is quite complex, so you will need to map it in order to discover the quickest route between picking up an object and using it.

At the bottom of the screen there is a naughtyometre to measure Jack's level of naughtiness. You begin as a 'wimp' and must work your way up through the rankings to 'little horror'. If you're a real wimp — well, you've got no chance!



I like the graphics. I like the music. I don't like the game. Jack the Nipper *doesn't appeal to me, and I didn't enjoy playing it. In fact, I found it more enjoyable to watch. That's not to say I wouldn't recommend it, though — if you're after a highly original and playable arcade adventure then look no further.*







As much as Jack is cute, naughty and generally all round fun, there isn't much to keep you going after a while of intensive playing, and it won't be long before you've completed the game. The graphics are reasonable, though not up to the normal standard of Gremlin, but the superb music makes up for that. Unfortunately, Jack the Nipper *doesn't really enthuse me greatly, but if you fancy something out of the mainstream of 64 games, then this might be worth checking out.*



Jack the Nipper *is a cute little game which offers much fun and enjoyment. But for how long? The puzzles are all quite logical and easy to solve, and after you've completed it there isn't much to make you load it up again. There are plenty of nice little touches to the program, like the way you have to collect the Walkman to get the in-game tune going, but really there isn't enough to keep a hardened arcade adventurer going for long. Nice graphics and sound, though.*

Presentation 89%
Good instructions. Excellent in-game presentation.

Graphics 82%
Attractive in every way.

Sound 87%
Reasonable title screen tune. Great in-game (We) music.

Hookability 80%
Instantly appealing and addictive.

Lastability 69%
The puzzles are straightforward and fun to solve, although a little too easy to crack at times.

Value For Money 68%
Expensive for what it offers.

Overall 75%
A novel approach to an ageing theme.

THE ZZAP



A QUIET ROUND

Once again the overworked primadonnas Penn and Rignall decline to become involved in the Challenge, so I am forced to instruct two readers to enter the arena. For a change, I decide to set a more sedate challenge, a game of precision and skill rather than frenetic activity. My biochip repair unit is itself temporarily out of action, and I cannot risk becoming over-excited, for damage to my ravaged circuits could lead to major problems while the repair facility remains inoperative. Time, maybe, to go private and acquire a new biochip repair module rather than continue to rely upon the standard issue equipment installed in my craft under government safety laws . . .

Leader Board is my choice for the puny humanoids — it is rumoured that the so-called Lloyd Mangram may have some vague connection with the game this program emulates. Indeed, it is a rather strange game indeed, this Earthling 'sport' of Golf. According to the rulebook, humans have to don strange garb and stroll round an unkempt sector of planet Earth. Small white spheroids with strange runic indentations and the words 'Dunlop', 'Slazenger' or similar devices emblazoned upon them are struck with adapted sticks. The fundamental object of the pastime seems to involve beating the white spheroid until it is forced into a small orifice in the ground marked by a pennant.

Despite the apparently interesting violent aspect of the game, I can find no pleasure in this 'Golf'. The white spheroids employed appear to be totally inanimate, displaying no signs of sentient life. Stranger still, it is the player who hails the fewest blows upon his sphere who is judged the victor. Earthlings have no concept of satisfying gameplay.

I remember playing an amusing game on a small planet adjacent to Betelgeuse, which may share some form of interplanetary relationship with the archaic and tame Earth game of 'Golf'. Small creatures were goaded from their lairs in the nitrous swamp zones of the planet with specially adapted electroprods, and then systematically struck with laser fire, goads and neutron-paddles around a marked course. The winner, in this competitive sport, was the being who achieved the most pleasing meld of trajectories and high volume from his small creature.

I no longer expect Earthlings to have any sense of occasion or amusement, and decide to make do with *Leaderboard* rather than a few rounds of 'Screamfly' (the nearest Earthlanguage approximation to the name of the Betelgeusian game).

The names of two Earthlings were provided by my shipboard computer as being passably proficient at *Leaderboard* — Michael Law an unemployed youth of 16 who lives in Blackburn, Lancashire and Chris Smith, a 14 year-old resident of Wimbledon in London. The day is appointed and suitable commands issued . . .

Mick arrives on his own, but Chris brings a travelling companion, a young humanoid by the name of Greg Simmonds. Oddly, the trio have not donned appropriate garb for the contest — their trousers do not end at the knee and their socks remain hidden throughout the day! Maybe the words 'Plus Four' have some undesirable connotations in the minds of ZZAP! readers . . .

A leaf, water and milk emulsion is provided to soothe the frayed nerves of the competitors. They clearly need to recover from the strange means of 'Getting There' provided by the archaic transport system involving metal guide rails spread over the ground that you Earth beings utilise.

A single game, played over the third course on novice level is to decide the ultimate victor in this Golf Challenge. In accordance with the archaic rules of the Earth game, the winner will be the player who inflicts the smallest number of blows at the end of eighteen 'holes'.

WATERY GRAVES

Mick tees off first, selecting a 'five wood'. The fool swipes the ball straight into the water! The object of the game does not involve drowning the spheroid, so he tees off for the second time, only to repeat his error. Obviously shaken, he changes to a 'one wood' and tries again, this time hitting the spheroid straight up to the 'green' effortlessly.

Chris tees off. I am amused to see him send a spheroid into the sea. Chris appears to be a quicker learner than Mick, and doesn't repeat his error: the white orb soars over to the green with his second stroke.

A so-called 'putt' has to be attempted in order to strike the orb into the hole, and both contestants need to execute 22ft putts to complete the first hole. Chris manages the operation with ease, but Mick fails narrowly, and finishes the hole with a a 3ft putt.

Chris drives his first shot into a mudbank at the start of the second hole, and then plays safe, using a 'three iron' to drive up the 'fairway'. Mick has no problems, driving straight up the fairway and then using a 'seven iron' to place his spheroid on the green. Chris,



Is it a young Robin Askwith and junior Lim… coated Chris and the spiky-haired Mick p…



Chris appears perfectly confident outside the door to ZZAP! Towers, raising a digit to prove his aplomb. Mick, meanwhile, lurks in the background looking mean and moody as Greg leaps into the picture from the right. . . .

CHALLENGE



A classic 'off the wall' pose from Chris and Mick. . . .



No it's the trendy-
...ing to do battle

on the other hand, uses a six iron for his shot and successfully drives the orb to within six feet of the hole. Both players down their their putts with ease, Mick completing a 25ft shot. They gain 'eagles', or 'birdies' of some sort . . .

AQUAPLAYING!

Mick starts the third hole by wondering which club to use. He eventually selects a 'three iron', but drives the white orblet into the sea. This aqueous fixation! Applying a 'five iron' to the problem, he manages to drive safely down the course. Chris makes an idiotic error — the fool forgets to select a 'five iron' and strikes the target sphere miles into the sea it with a 'one wood'. He soon makes up for his mistake with a successful drive. Two more strokes from each players get them onto the green . . . Chris putts a 30 footer to keep him on a 'level par', but Mick fails a 28ft putt, concluding the hole on his second attempt to go 'one over'.

Onto the fourth, and Mick takes three shots to finish, while Chris takes four, failing a 28ft putt. The duo are now on 'level par'. Hole five is very straightforward with both players taking three shots to complete the hole, giving themselves a score of 'one under par' in the process. The sixth is also played simply by both players, and they commence the seventh hole 'two under par' — level pegging.

The pace of this strange game of skill is so sedate that I have to make a conscious effort to prevent my sleep circuits from automatically cutting in. Some trajectories are interesting, but the game is silent and to me, rather unsatisfying, owing the the inanimate nature of the spheroids. Missing the shrieks of pain that feature in 'Screamfly', I concentrate on mixing a Chlorine Dry, Straight Up, No Washing Soda from the bleach cabinet. During this time Mick drives the dimpled sphere down the fairway with a one wood, and I watch as Chris follows. Both use 'four irons' to drive onto the green, but Mick's shot is far more accurate than Chris' effort. Mick putts, smiling as the orb rolls in. Chris has a problem — a 34ft putt over a rather awkward green. He ponders for a while and then putts, but the white globe stops inches away from the hole! Chris is now trailing by a single shot.

Mick's looking a bit hangdog in the background — perhaps he's just sent another spheroid to a watery grave . . . A wide grin spreads across the Chris visage



UNDER PAR

Mick starts the eight hole looking confident and smashes the sphere down the fairway with as much power as he can muster. Chris, after a few whispers of confidence from his friend, follows suit and whacks his troubles away with a thump of his 'one wood'. Both use 'seven irons' to get onto the green, and finish off with short putts. The scores now read 'four under par' to Mick and 'three under par' to Chris.

Halfway through the course, and Chris is in trouble — after whacking the orb down the fairway he overhits twice with a 'five iron', sending the white object spinning out into the ocean. On his third attempt he gets it onto the green, but has to attempt a hefty 58ft putt. Meanwhile, Mick makes a mistake, hitting a mudbank on his tee-off. He soon makes up, reaching the green with two confident strokes and leaving himself with a 50ft putt. I watch intently as he aims with the cursor and putts, but he overdoes the power and bounces out. A 4ft putt leaves him 'four under par'. Chris, under pressure, goes for his mega putt and I watch in amazement as the round one trickles over the green at speed and falls into the hole — impressive indeed! A good shot under stress leaving him with a score of 'three under par'.

The tenth sees both players using 'one woods' to whack the spheroid. Mick uses a 'two iron' to get onto the green and set himself up for a 7ft putt, but overestimates on the power and bounces off the hole. Chris uses a 'pitching wedge' to do the job, and then downs a 12ft putt with ease, leaving Mick to clear up his mistake and end up with the same score as his opponent — 'four under par'. Both players down the white globule in four on the eleventh hole, ending up 'five under par'. Mick tees off on the twelve with an 'eight iron' to the green and then muffs a 14ft putt. From four feet away he completes the hole, but can only watch resentfully as Chris completes the hole in two and moves into the lead with 'five under par' to Mick's 'four under'.

UNLUCKY THIRTEEN

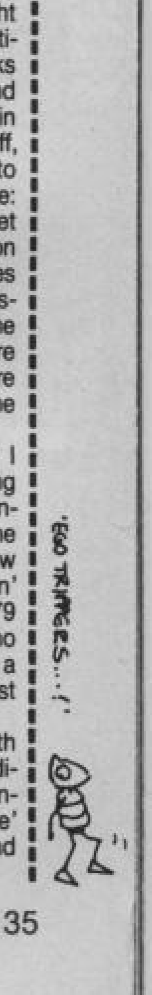
The thirteenth proves unlucky for Chris, who misses a relatively simple putt and takes four shots to finish the hole. Mick seizes the chance to catch up and finishes the hole in three shots. Six under par apiece!

At the fourteenth it is Mick's turn to drop a shot — hitting the into the sea at the tee-off. Chris retains his cool, taking four shots to complete the hole. Mick takes four shots, but his early mistake leaves him trailing. The same sequence of events follows at the fifteenth: Mick makes yet another mistake and falls another shot behind. Can he make up the deficit in three holes? There is some excitement swilling through my circuitry — if only the spheroid would vocalise its pain!

The sixteenth is completed in three by Mick and Chris, leaving the score 'six under par' to Mick and 'eight under par' to Chris. Onto the penultimate hole now, and Mick looks panicky. He watches Chris tee off and land in the sea. Then Chris tries again and gets onto the island. Mick tees off, gets onto the green, but fails to capitalise on his opponent's mistake: he misses an 18ft putt. From a few feet out, he makes another miscalculation and is forced to putt again, inches away from the hole. With a grim expression he can only watch Chris finish the hole in another two shots to get a score of 'nine under par'. Mick, with his score of 'six under par', can only win with the aid of a miracle, it seems.

Chris tees off at the eighteenth. I wonder if the Wimbledon lad is going to make a mistake, but sit back stunned . . . A 'five iron' helps him hole the orb from 168 yards! Mick, just to show that he can do it, also uses a 'five iron' to enter the hole, this time from 179 yards. Impressive indeed, but to no avail — Chris emerges the victor with a score of 'eleven under par' against Mick's 'eight under par'.

I attack the bleach cabinet with relief, indulging in the Earthling tradition of the 'nineteenth hole' as the contestants contemplate 'Getting There' again, via more metallic guiderails and Ludlow station . . .



THE SCORELORD SPEAKETH

This month sees a change in the format of my highscore tables. The system of refreshing the scores every month has now been dropped, and the old system of having the top three scorers on each game printed continuously until they are beaten has been reinstated. This means that all the scores printed from now on are the best to date, giving all you fearless video fighters a clear target to beat.

Don't forget that I am now constantly monitoring the highscore tables to find the most consistent highscorers. Early on in the New Year, five readers of the right mettle will be summoned to partake in the ZZAP! CHALLENGE CHAMPIONSHIP, a play-off to decide who is the greatest of my high scorers.

Keep playing — you are all under my scrutiny.

ACE (Cascade)
26,890 John Doyle, Kilmarnoch, Ayrshire
25,300 James Duffy, Cheylesmore, Coventry
17,750 Bruce Wood, Harworth, S Yorks

BOMB JACK (Elite)
1,248,000 Hatti Jarvelin, Oulu 14, Finland
441,100 Andrew Maddison, Coventry
407,980 Chris Gues, Weymouth, Dorset

CAULDRON II (Palace)
153,750 John Reynolds, Duxford, Cambridge
132,400 Shaun Russell, Shildon, Co Durham
100,250 Tony King, Egham, Surrey

COLLAPSE (Firebird)
191,552 Gary Penn, ZZAP! Towers

DRAGON'S LAIR (Software Projects)
30,910 Martin Cayle, Clifton, Notts
24,767 Adam Turvey, Sidcup, Kent
23,817 Steve Quinnell, London SE9

ENCOUNTER (Novagen)
649,900 Andy Clifford, Aylestone, Leicester
553,900 Mick O'Reilly, Rishton, Lancs

FLOYD THE DROID (Ariolasoft)
4,920 MJ Lenton, Burton-on-Trent, Staffs

GRIBBLY'S DAY OUT (Hewson)
62,899 Peter Evans, Aberporth, Dyfed
15,729 Tim Veal, Portishead, Bristol
24,776 Steve Lee, Guildford, Surrey

GREEN BERET (Imagine)
1,059,870 Martin/Jon Black, Sheffield
626,260 Robert Thys, Philip Smith
490,900 Nigel Froud, Godalming, Surrey

GHOSTS AND GOBLINS (Elite)
128,300 Paul Hodgson, Holland Moor, Lancs
126,500 Neil Shumsky, Cheadle Hulme, Cheshire
108,500 Graham Poole, Ampthill, Beds

HERCULES (Alpha/Omega)
511,080 Scott Carstairs, Paisley, Renfrewshire
258,110 Alex Maxwell, Uckfield, E Sussex

INTERNATIONAL KARATE (System 3)
302,000 Shazad Iqbal, Bury, Lancs
234,800 Ian Foster, Milnsbridge, Huddersfield
186,000 S Curran, Chelmsley Wood, Birmingham

IRIDIS ALPHA (Llamasoft/Hewson)
103,620 A Phare, Marldon, Paignton

KUNG FU MASTER (US Gold)
4,385,990 Stephen Pennel, Fordingbridge, Hants
3,802,983 Andrew Dallyn, Braughton, Devon
1,519,446 Henry Gibney, London N7

KORONIS RIFT (Activsion)
128,780 Mark Tortolano, Stirling, Scotland
96,430 Colin Burroughs, Ipswich, Suffolk

KNIGHT GAMES (English Software)
TOTAL:
65,120 Michael Smith, Stockton-on-Tees, Cleveland
64,275 Damian Aubrey, Pendeford, Wolverhampton

LEADER BOARD (US Gold)
NOVICE
-19 David Barker, Feltham, Middx
-17 Matthew Bayne, Horsforth, Leeds
-17 Simon Jearons, Ilkley, W Yorks

AMATEUR
-3 Paul Hodgson, Holland Moor, Lancs

PROFESSIONAL
-21 Tom McKee, Dingwall, Ross-shire
-19 AJ Lowery, Chorley, Lancs
-17 Russell Williams, Sydney, Australia

LAW OF THE WEST (US Gold)
7,187 MJ Lenton, Burton-on-Trent, Staffs

MERCENARY: THE SECOND CITY (Novagen)
523,981cr Raymond Catalan, Ruislip, Middx

MISSION AD (Odin)
49,320 Anon, Bearwood, Bournemouth
21,560 Steven Towle, Grimsby, S Humbs
18,990 Leroy Ames, Norwich, Norfolk

NOMAD (Ocean)
175,745 MJ Lenton, Burton-on-Trent, Staffs
4,065 Paul Want, Harrogate, N Yorks
3,885 Paul Tudor, Stourbridge, Pedmore

PARADROID (Hewson)
187,065 Andrew Mackay, Liverpool 18
175,892 B Mainwaring, Stoke on Trent
116,945 Andy Clifford, Aylestone, Leicester

PING PONG (Imagine)
57,040 Barrie Hallett, Lawrence Weston, Bristol
51,300 Anoosh Lachin, London W13

PHANTOMS OF THE ASTEROID (Mastertronic)
561,412 MA Grist, Reading, Berks
286,064 Chris Napier, Long Marston, Herts
135,172 Steve Mackinoer, Hull

PARALLAX (Ocean)
78,400 Adam Pracy, Newton Flotman, Norwich
58,400 Tim Austin, Bush Bank, Hereford
41,780 Danny Pratt, Lordswood, Southampton

ROCK 'N' WRESTLE (Melbourne House)
842,480 Jamie Ford, Southampton
821,400 John White, Whitefield, Manchester

RAMBO (Ocean)
5,197,000 Gavin Burnett, Westhill, Inverness
2,691,200 David Connor, Aintree, Liverpool L30

RAGING BEAST (Firebird)
104,374 Paul Ellis, Barnehurst, Kent
67,092 Matthew Minshull, Great Barr, Birmingham
63,883 Matthew Dodd, Braunstone, Leicester

SCARABAEUS (Ariolasoft)
273,744 Douglas Clark, Carstairs Junction, Lanark
256,128 Luis Troyano, Stockport, Cheshire

SABOTEUR (Durell)
£208,200 Adrian king, Swindon, Wilts
£99,999 Julian Smith, Sheffield
£98,600 Gareth Mitchell, Mirfield, W Yorks

STARQUAKE (Bubble Bus)
287,763 Nigel Froud, Godalming, Surrey
273,667 Per Kjellander, Stenungsund, Sweden
255,902 Ove Knudsen, 5033 Fyllingsdalen, Norway

SPINDIZZY (Electric Dreams)
JEWELS COLLECTED
100% Mark Lietch, Norwich, Norfolk
100% Ross Macdonald, Blackburn, W Lothian

SLAMBALL (Americana)
4,593,910 Ian George, Cambridge
4,565,200 Philip Lisa-Webster Appleyard, Withernsea, E Yorks
4,532,360 Steve Council, Anton, Hants

SILENT SERVICE (US Gold
TONS SUNK:
146,250 Duncan Burke, Calverley, Leeds
72,100 Steve Quinell, London, SE9

SPLIT PERSONALITIES (Domark)
404,700 Rob Brown, Portobello, Edinburgh
349,800 David Cook, Marley Potts, Sunderland
230,700 Paul Tudor, Stourbridge, Pedmore

THRUST (Firebird)
715,400 Sean Bartropp, Hockley, Essex
474,380 Chris Smith, Silver Range Manager, Firebird
218,200 Andrew Johnson, Pudsey, W Yorks

TAU CETI (CRL)
20,465 Robert Elliot, Middlesbrough, Cleveland
20,260 G Sampson, London E15
19,880 Paul Lennon, Craigavon, Co Armagh

TRAP (Alligata)
481,900 Lawry Simm, Liverpool L23
429,510 Colin Bayne, Glenrothes, Fife
328,500 Robert Elliot, Middlesborough, Cleveland

URIDIUM (Hewson)
3,428,985 Andrew Mackay, Liverpool 18
1,183,610 Kim E Kjer, 2860 Soborg, Denmark
1,615,035 Ged Keavy, Huddersfield, W Yorks

V (Ocean)
24,600 DA Ashcroft, Wirral, Cheshire
21,200 Danny Pratt, Southampton
21,100 John Doyle, Kilmarnoch, Ayrshire

WARHAWK (Firebird)
1,128,726 Mick Law, Blackburn, Lancs

YIE AR KUNG FU (Imagine)
152,260,000 Scott Gracen, Whitley Bay, Tyne and Wear
92,432,400 Riaz Reshamwala, London NW4

Z (Rhino)
232,000 Anand Aggorwal, Rushden, Northants
187,300 Mark Taylor, Stanford-le-Hope, Essex

ZZAP! READERS' TOP 30 NOVEMBER 1986

CHART VOTING DRAW WINNERS

WINNER (£40 worth of software plus ZZAP! T-Shirt): **Michael Fraser**, Strawberry Hill, Twickenham, Middlesex
RUNNERS UP (ZZAP! T-Shirt and Cap): **Steven Verney**, Romford, Essex; **Robert Ellis**, Faberstown, Hampshire; **Paul Williams**, Hacton Runcorn, Cheshire; **Ross McDermid**, Lamington, Kildary, Ross-shire

1 *(3)* **LEADER BOARD** *(9%)*
US Gold/Access, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 97%

2 *(1)* **GHOSTS 'N' GOBLINS** *(9%)*
Elite, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 97%

3 *(2)* **INTERNATIONAL KARATE** *(8%)*
System 3, £6.50 cass, £10.99 disk
ZZAP! Overall Rating: 91%

4 *(5)* **GREEN BERET** *(8%)*
Imagine, £8.95 cass
ZZAP! Overall Rating: 93%

5 *(4)* **URIDIUM** *(4%)*
Hewson, £8.95 cass, £12.95 disk
ZZAP! Overall Rating: 94%

6 *(6)* **MERCENARY** *(4%)*
Novagen, £9.95 cass, £12.95 disk
ZZAP! Overall Rating: 98%

7 *(8)* **SLAMBALL** *(4%)*
Americana, £2.99 cass, £4.95 disk
ZZAP! Overall Rating: 96%

8 *(11)* **KNIGHT GAMES** *(3%)*
English Software, £8.95 cass, £12.95 disk
ZZAP! Overall Rating: 90%

9 *(9)* **SPINDIZZY** *(3%)*
Electric Dreams, £9.99 cass, £14.99 disk
ZZAP! Overall Rating: 98%

10 *(7)* **PARADROID** *(2%)*
Hewson, £7.95 cass, £12.95 disk
ZZAP! Overall Rating: 97%

11 *(10)* **THRUST** *(2%)*
Firebird, £1.99 cass
ZZAP! Overall Rating: 94%

12 *(8)* **SUMMER GAMES II**
US Gold/Epyx, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 97%

13 *(18)* **CAULDRON II**
Palace Software, £8.95 cass
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14 *(14)* **WINTER GAMES**
US Gold/Epyx, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 94%

15 *(22)* **DRAGON'S LAIR**
Software Projects, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 69%

16 *(15)* **BOUNDER**
Gremlin Graphics, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 97%

17 *(13)* **SUPERBOWL**
Ocean, £9.95 cass
ZZAP! Overall Rating: 90%

18 *(20)* **TAU CETI**
CRL, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 93%

19 *(16)* **ELITE**
Firebird, £14.95 cass, £17.95 disk
ZZAP! Overall Rating: 95%

20 *(19)* **COMMANDO**
Elite, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 77%

21 *(25)* **SPELLBOUND**
MAD (Mastertronic), £2.99 cass
ZZAP! Overall Rating: 94%

22 *(17)* **THE EIDOLON**
Activision/Lucasfilm, £9.99 cass, £14.99 disk
ZZAP! Overall Rating: 97%

23 *(21)* **KUNG-FU MASTER**
US Gold, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 79%

24 *(23)* **PITSTOP II**
US Gold/Epyx, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 91%

25 *(26)* **SENTINEL**
Americana, £2.99 cass, £4.95 disk
ZZAP! Overall Rating: 93%

26 *(-)* **HARBALL**
US Gold/Accolade, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 93%

27 *(-)* **SILENT SERVICE**
US Gold/Microprose, £9.95 cass, £14.95
ZZAP! Overall Rating: 88%

28 *(-)* **PARALLAX**
Ocean, £8.95 cass
ZZAP! Overall Rating: 93%

29 *()* **STARQUAKE**
Bubble Bus, £8.95 cass
ZZAP! Overall Rating: 93%

30 *(28)* **BOMBJACK**
Elite, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 47%

YOU COULD WIN SOFTWARE BY VOTING FOR THE ZZAP! READERS TOP 30 CHART!

Every month we give away an amazing **£40 worth of software** to the first person whose ZZAP! READERS TOP 30 VOTING FORM is pulled from the bag. The winner also receives a super ZZAP! 64 T-shirt. Four runners up get a T-shirt and a ZZAP! Cap. So all you have to do is fill out the form below, remembering to put your name and address down, list your five favourite games in descending order (remember they must be released games that you have played), state which software you would like (to a total value of £40) should you win, and your T-shirt size (S,M,L). Then send your form in to the address shown.

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(Please write in block capitals)

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I am voting for the following five games:

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Game (and software house)

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ZZAP! TOP 30, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB

MUTATE A MINION AND FEEL THE POWER (Oooh!)



WIN ARCANA'S SIZZLING NEW GAME!

30 Copies of POWERPLAY up for grabs!

Mutation is the name of the game in ARCANA's latest Sizzler of a release, *Powerplay*.

I reckon mutation is the only way this humble Competition Minion will ever reach the top. You know, some days I just get well annoyed with that 'orrid ZZAP! Crew. For a start there's that mean old thing Gary Penn, the Big Ed nowadays, who will insist on spraying me with hair mousse because he thinks it might be 'fun'. Last thing I want to do is end up looking like one of the Spiky Ones! Then there's Jazza 'Mateyboots' Rignall, who bores me to death with his constant rambling on about highscores and what-have-you. Not to mention that Richard Eddy who takes sheer delight in sticking his pet hedgehog, now re-named Polaris, on my seat in the broom cupboard so that when I sit down . . . well, it's just not funny (*Hee hee! Who says?* — **RE**).

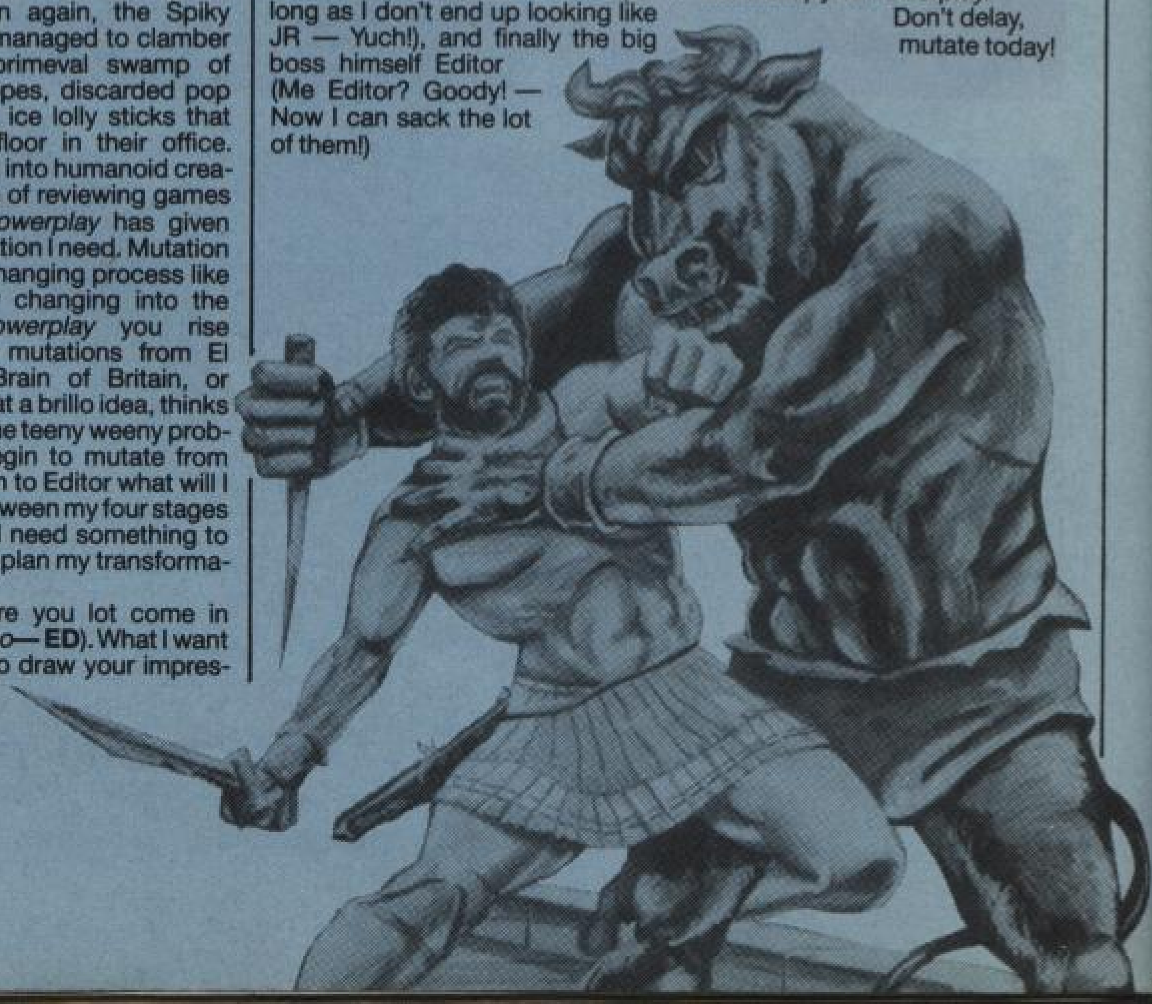
Honestly, I never get any rest from their pestering. My final plan of action is to rise above the ranks and defeat the lot of them . . . once I become an Editor I'll be able to get rid of them once and for all. Trouble is, it's a hard climb to the top. But then again, the Spiky Haired ones managed to clamber out of the primeval swamp of empty envelopes, discarded pop cans and old ice lolly sticks that carpets the floor in their office. They mutated into humanoid creatures capable of reviewing games

ARCANA's *Powerplay* has given me the inspiration I need. Mutation — a kind of changing process like Bruce Thingy changing into the Hulk. In *Powerplay* you rise through four mutations from El Retardo to Brain of Britain, or whatever. What a brillo idea, thinks me . . . only one teeny weeny problem — if I begin to mutate from Comps Minion to Editor what will I look like in between my four stages of Mutation? I need something to go on before I plan my transformations.

That's where you lot come in (*About time too*— **ED**). What I want you to do is to draw your impression of the appearance I will take as I rise through the four ranks. So, on a clean bit of paper draw these following mutation stages: Comps Minion (As I am now), Mutant Reviewer (Ooool!), Staff writer (As long as I don't end up looking like JR — Yuch!), and finally the big boss himself Editor (Me Editor? Goody! — Now I can sack the lot of them!)

So pop your creative designs into a envelope (Slide), lick it sealed (Slurp) and stick a stamp on it (Lick, lick, Splik!) and post it off (Scamper, Scamper, Shove, Plink) to: **MUTATING MINION, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB**. I want to see all the entries in my emporium by 14th November so I can get to work on my meisterplan. Thirty mutation scripts will win their senders a copy of *Powerplay*.

Don't delay, mutate today!



ZZAP! COMP

Let the good times roll!



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"Bobby Bearing is very nearly perfect. This may sound a bit over the top but this game deserves a whole string of superlatives." ZX Computing August 1986.

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Avenger (Way of the Tiger II)

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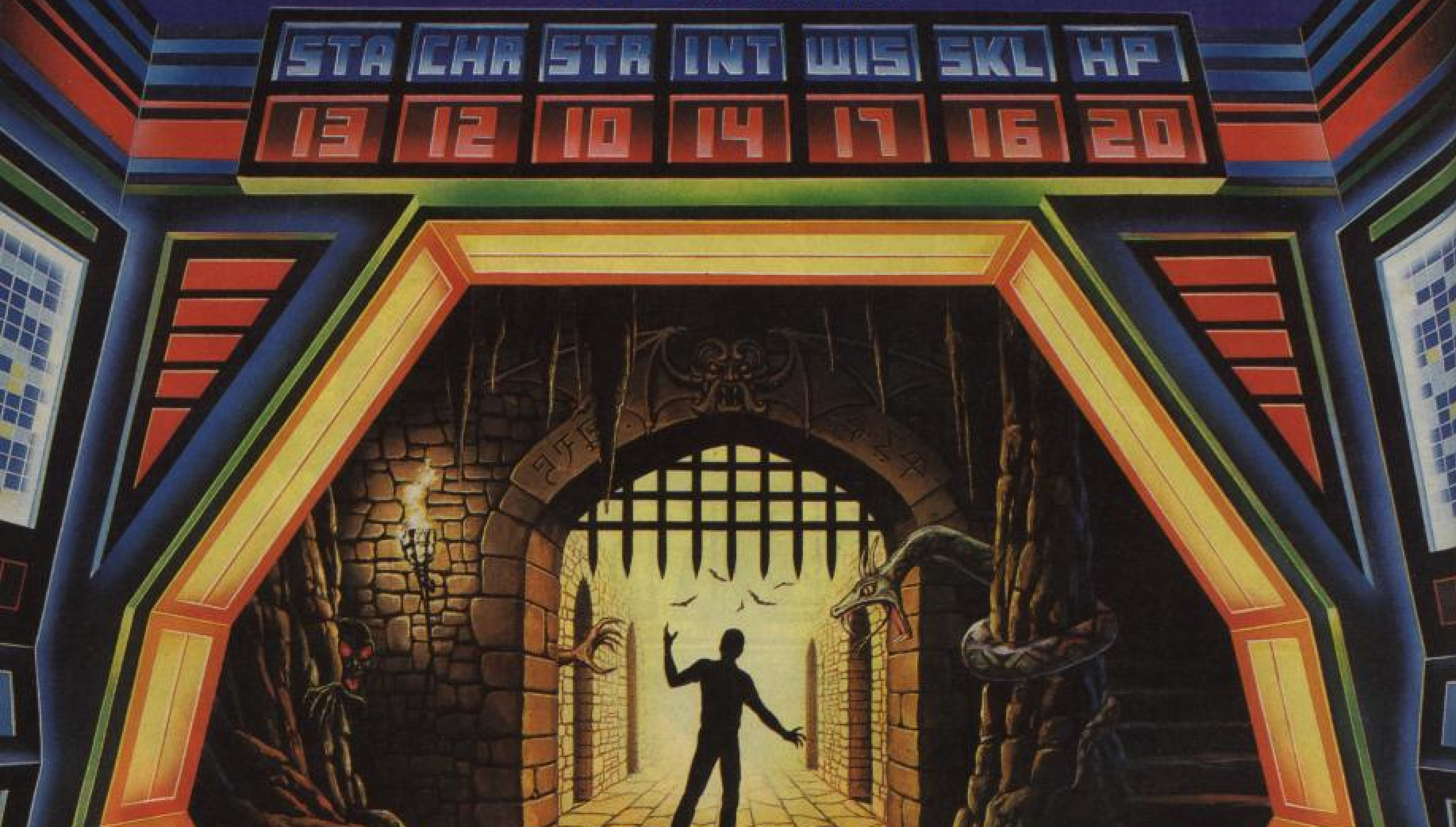
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If you yet haven't experienced 'THE CITY', don't worry it's still available, and now also on Atari ST, IBM & Amiga.

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Datasoft

A REAL BLADE OF GRASS

It's been all quiet on the strategy software front for some months now. Hence an absence from these pages. Ah, but I'm back. It seems strategy games are in season again. Makes me feel like Barry Norman. Well, anyway with SSI, PSS, Microprose, and Lothlorien getting their act together (amongst others), there should be a good enough supply to last everyone until Christmas. Perhaps in the new year, the games flow will not disappear.

There are probably two reasons for the re-appearance of this type of game. At this time of the year, shelf domination by a software company is very important for profits. However, there are only so many shoot em ups you can market at once. The variety has to be found in other types of games. The second reason reflects the constantly increasing tendency to include strategic elements in more commercial games.

The latter reason is itself the result of two developments in the market. First of all, the capabilities and limitations of the machines are now better understood by programmers and game designers. And there are few few cases nowadays where you can get away with just left, right and fire. It's inevitable that as games become more realistic, they incorporate more strategyic elements.

If you can have a puzzle and a feast for the eyes all in one game, then why not put them both in? There will always be pure strategy but increasingly, it will become harder to differentiate between categories with new games. Already there are well known cases such as *Lords of Midnight*, *The Forth Protocol* and others where the line between adventure and strategy is very thin indeed.

However, the evolution of the perfect hybrid game is not going to occur on the Commodore in anything other than the most artificial form. This is simply due to the limitations of the hardware. Eventually, new hardware will make the goal increasingly plausible. It's only a matter of time before it becomes impossible to distinguish between computer generated fantasy and reality.

To give you an idea of how we're getting closer: a friend of mine is a programmer for various business computers. He's in the big business side, working on very powerful 16 and 32 bit micros. We had an idea. 'Write the plot for an adventure/strategy game where you can play a wargame on one level, and then 'zoom in' to play an RPG — only every character has got to be interactive. You've got to be able to examine everything, explain anything, and give very detailed orders to your men.' Then what? We would have had about ten megabytes worth of game on our hands!

'We could put it on a hard disk and sell the whole thing, hardware included, as the ultimate game for the really rich!' Specialised market, eh? Would there be enough people with the money and the desire to buy a game costing into four figures? Interesting challenge though . . .

It wouldn't work but I'm a slow learner. I'd still like to do it. One day, such games will be commonplace. I'll be out of a job. Good thing memory is still so expensive.

Before I go, I'd like to point out that this issue sees the first part of a regular section, Strategically Speaking. With the aid of a few pages from GP and a little alliteration, the new feature will allow you to have a go at me — or software houses — or to express your views on strategy games and this column. Only by writing in can you ensure its regular appearance. Of course, there will be £20 worth of software to the most inpsired or useful letter received. Over to you . . .

JOHNNY REB II

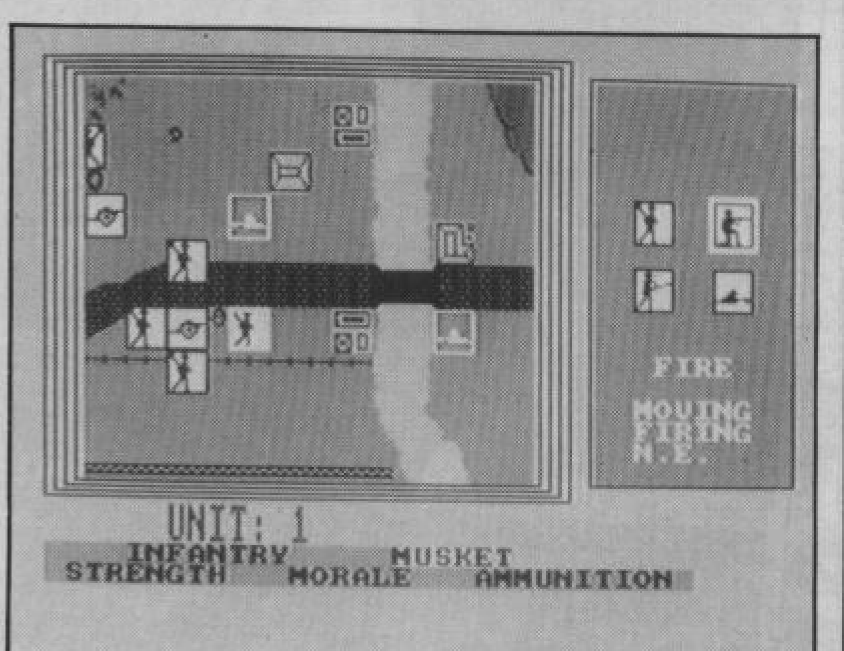
Lothlorien, £9.95 cass, £12.95 disk, joystick and keys

This is the first offering from Lothlorien for some time and is a follow up to one of their oldest and most successful Spectrum titles. Based on the American Civil War, *Johnny Reb II* is a one or two player strategy presenting the player(s) with a 'typical' action rather than a recreation of one of the many historic battles such as Bull Run or Gettysburg.

For those in need of a quick history lesson, the ACW was the result of differences between the Northern and Southern states of the USA mainly (but not entirely) over legalised slavery. Neither side actually wanted the confrontation which lasted from 1861-65, but both were caught up in unavoidable conflict in a war so bitter and complex, it literally set brother against brother. It holds interest from the strategists' point of view because it has been called the first modern war.

This terminology is used more in the context of new weaponry than anything else. Repeating rifles were rare during the war, but gained in numbers towards the end. Gattling guns, the forerunners of the modern machine gun were also used occasionally, and cavalry, whilst still maintaining an effective role in combat, was armed more with slug throwing weapons than swords. The war was further complicated by the fact that whilst the North possessed the industrial might and numerical superiority, the South was better organised and trained, and had fewer commitments. All this explained Lothlorien's first foray into this era on the old Spectrum. Their excuse this time was increased sophistication and better gameplay. So, how have they fared?

Well, the most obviously notable feature of the new game is that it is apparently 100% machine code



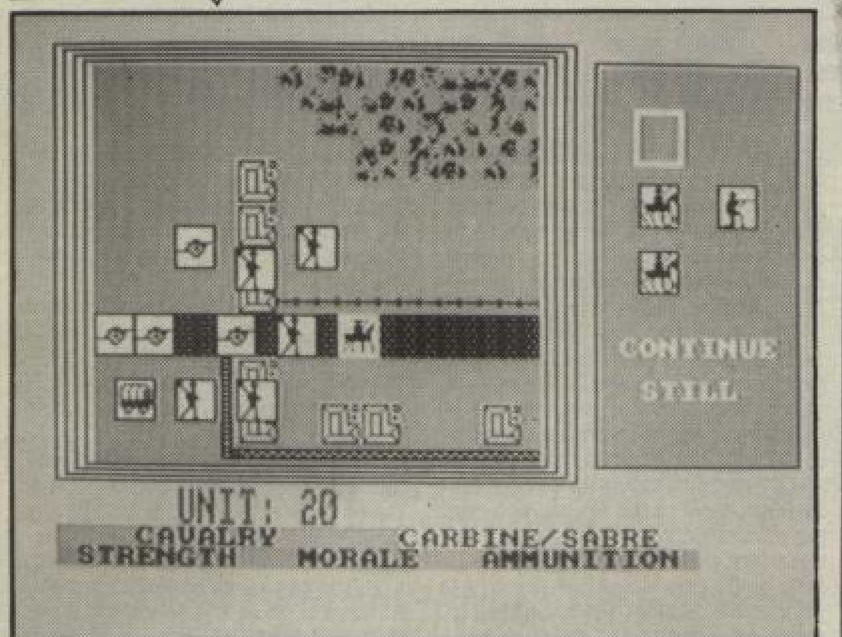
(something unheard of in the pre-Cambrian days of the earlier version's release) and it loads very quickly indeed. A passable title screen is then succeeded by a menu that allows limited modification of the game's parameters. Just about everything is user definable, from the control keys to the balance of forces, the terrain features of the battlefield, where and when the various reinforcements arrive, game strength (on the one player version) and screen colours.

I was most impressed with the choices available to the player. When playing solitaire, the player may choose either side thanks to a flexible computer opponent (though I later discovered that the opponent is not actually that hard to beat on the first two levels). Safety features ensure that you cannot alter the force played by the computer to make things easier on yourself. It's possible to have hidden movement on the single player game but all units are always visible in two player mode.

Once the game begins, play is very straightforward. Again this is due to attention to detail in presentation. Under joystick control, a cursor is simply placed over the unit to be ordered before pressing the fire button. Information about the unit is then presented on the screen in a colour code to show levels of ammunition, morale, strength and efficiency. This display appears below the 'action' screen. To the right of the screen, a series of icons appear, each indicating a possible action such as dig in, advance, charge or fire (not all these options are available to all units, as you will see). Joystick movement allows selection of the required order with confirmation coming from a second press of the fire button. Some orders may be elaborated upon. For instance, when advancing, you are asked whether the unit is to advance firing or not. As units carry out their orders on the main screen at the end of a turn, the unit symbols themselves change to show the current status of that unit.

Limited sound effects are employed during combat. This is normally ranged combat, though melee is possible between adjacent units. Units may retreat, become routed or be destroyed depending on their performance in combat. The unit types are infantry, cavalry, artillery and supply (these units cannot fight). The exact scale of the units is never really explained throughout the game or manual, but by the nature of movement I would suspect it lies somewhere between platoon or company level.

There is a standard scenario. A Confederate force is approaching a vastly outnumbered Union outfit which must defend its side of the map while reinforcements arrive during the course of the game. It's a basic but flexible arrangement which should present plenty of challenge in a two player game. The one player version only really





comes into its own on the hardest level. The on-screen presentation is both logical and clear, but the tiny instruction booklet is both cramped and badly laid out. There is no key reference so setting up can be slow until you become accustomed to the procedures.

Johnny Reb II is definitely a worthy successor to the original, but at £9.95, they are asking the top end price for a game of this type. Those who find flexibility more important than demanding scenarios should enjoy it.

Presentation 76%
The advantages of an excellent screen display are offset by rather poor packaging.

Graphics 80%
Clear and attractive game board.

Instructions 57%
Insubstantial and largely unhelpful.

Authenticity 79%
Consistent in response and well paced.

Playability 79%
Would be higher had the instructions been any good. Once you get into it, the game commands are straightforward and not unnecessarily complex.

Value for money 81%
The going rate for Reb bashing.

Overall 82%
When Lothlorien want to, they can still hold their own in the strategy games market.

VIETNAM

US Gold (SSI), £14.95 disk, joystick and keys

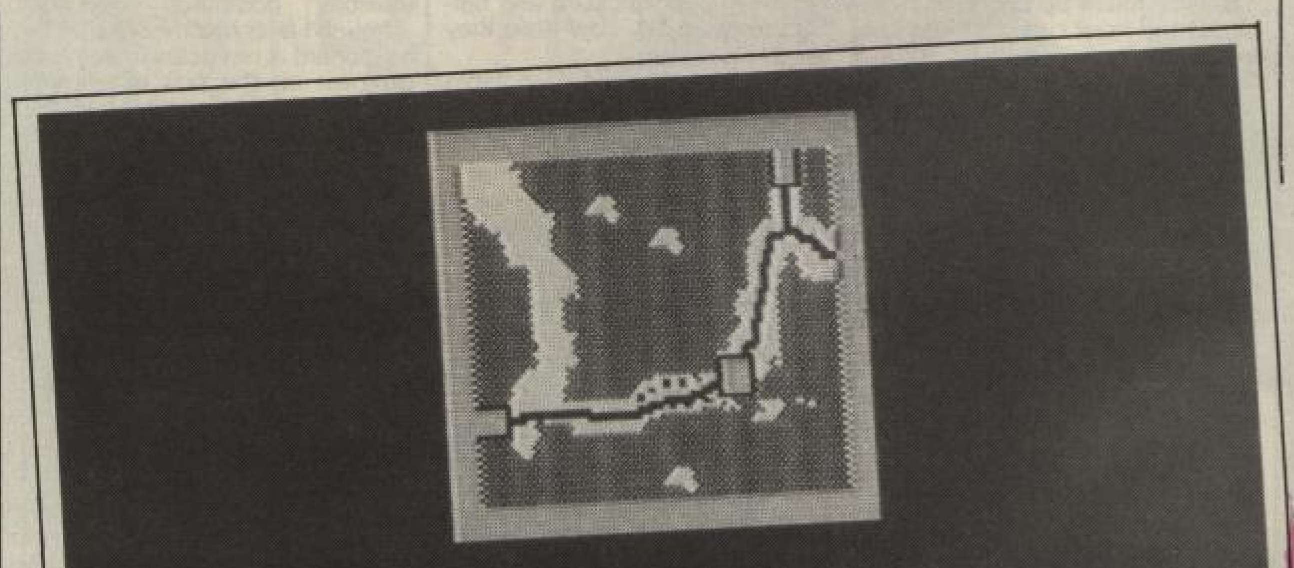
SIZZLER

The Vietnam War is something of a mystery. It was one of the bloodiest conflicts of recent years and America's first real defeat despite technical superiority.

There are several reasons known to have contributed to the loss of the war. Not least of these was the political aspect. Politicians have this wonderful way of starting wars and then continually interfering, making it impossible for the military to act effectively. Then there was the fact that this was the first televised war. People could see the atrocities almost as soon as they had happened. Propaganda was, if anything, negative.

Finally, there was the flexibility of the enemy forces. This proved to be the decisive factor in many engagements. American equipment and tactics left their troops vulnerable on several occasions. Difficult material from the point of view of game design.

The author has been wise enough to avoid a large scale game which would have required unwieldy commands and unit types as well as needing to incorporate the political factors. Instead, the game is a collection of six mini-games, each scenario based on a medium-sized engagement that actually took place. Each scenario may be played at any of three difficulty levels with the extra option of having historically accurate deployment at the beginning of the game.







All the prompts you need to make your selection are displayed in large but tidy text along with a mini-version of the relevant scenario map, so setting up is easy. So is play. The game uses phased movement and combat and is controlled, for the most part, by the joystick. This is a far better method than the old, six directional numeric control featured in their older games.

The reason for this is because SSI have dropped the old hex system in favour of the free-flowing technique introduced in *Field of Fire*. The map is smooth scrolling which is a vast improvement on the old system where the screen would re-draw as the cursor reached the edge of the visible map.

It's not all good news, however. The unit symbols are pretty pathetic, being a series of badly redefined characters. Whereas before you had most of a unit's information incorporated into its map marker, a message line is now employed whenever the cursor is above a friendly unit. As is the case with most SSI games, only one player may take part and there is no choice of forces. A save game feature is included.

Units are scaled to represent individual vehicles or small-fire teams of infantry. Consequently, the game is largely tactical in nature. This is ideal for the format and works well in play. The atmosphere is intense from start to finish. Overall, the feeling is one of increased sophistication at no cost to playability.

Each unit has its ID, strength, movement allowance and armour factors displayed when selected. Unit types are truck, infantry, APC (M113), recoil-less rifle, tank (M48 Patton or M41 Walker Bulldog), helicopter and 81mm mortar. Support and infantry units may be carried by APCs or helicopters. This is often the only way to get at the enemy. Line of sight limitations and bad terrain often inhibit your armour from making the most of its firepower.

Artillery barrages and air strikes may be called upon during each turn, but the speed of enemy force movement limits their effectiveness. If an enemy unit is in heavy cover, only helicopters can really fight them. The single exception to this is the mortar unit which is the most flexible form of indirect fire system you possess.

The rules booklet is comprehensive and clear. However, the one I had was a photocopy from the American packaging. Once these games are released over here, such booklets are often clumsily compressed into a folded leaflet. As long as nothing is left out, this should not be important.

Vietnam is a game that captures the essence of bloody and confusing battle that was so typical of the war. The victory and difficulty levels present a fair but demanding challenge. But most of all, I liked the absence of sensationalism (with the possible exception of the game's cover). A deep understanding of events and circumstances shows throughout the game and the result is a pleasantly educational but startlingly horrific and compelling simulation which I recommend without hesitation.

Presentation 83%
Unit symbols take some getting used to but the rules booklet is thorough.

Graphics 87%
Good, smooth scrolling maps and attractive character set.

Instructions 95%
Excellent. If the content remains the same when these are reprinted for the English market, there should be no complaints.

Authenticity 94%
Incredibly atmospheric and realistic. Getting the best from your forces under tough conditions will be the goal of many players for months.

Playability 94%
Superb.

Value for money 90%
Contrary to popular belief, the best things in life are never free.

Overall 92%
SSI continue to set the pace.

STRATEGICALLY SPEAKING



IN DEFENCE OF DEFENCE

Dear Sean,
First of all, I'd like to congratulate you and the rest of the ZZAP! editorial team for producing a really great magazine. The only fault is that the strategy section isn't big enough (*when it's there, you mean* —**SM**)! Contrary to popular belief, some members of the Armed forces have brains and do use them from time to time!

I know that you have mentioned reviewing new SSI games as and when they appear, but how about covering those already on the market? By the way, if you do expand the column, I'd be more than willing to come onto the General Staff. Is tomorrow okay?
L/Cpl Chris Cole, Detmold, Germany, BFPO41
PS Were you ever a board wargamer and if so, what were your interests? I'm a big WWII Eastern Front fan and student.

What popular belief? Anyway, the thing with SSI games is I might as well wait for US Gold to do their Transatlantic Simulations releases. These are produced in England at a reasonable price and are readily available from most software stockists. Sure, other SSI games are available as imports, but these are tremendously expensive. It's one thing to cater for a minority interest but quite another when it starts becoming a rich minority.

Yes, I am a board wargamer. Or was. Since joining Newsfield, just over a year ago, I've not had the time to take part in one game! I'm a great fan of conventional simulations, especially European or Middle Eastern. I think these two areas have the most to offer. WWII has lost some of its appeal as a period for me. Science fiction games like GDW's Imperium *or SPI's* Starforce *trilogy are also favourites.*

I also play (or rather, referee) RPGs. Traveller, Jorune, AD&D *and* Call of Cthulhu *are my favourites. I think a game of the battle of Kursk appeared in an old* Strategy & Tactics. *If you haven't got it, try and find a copy. It's very good.*
SM

DATASOFT DISK PROBLEMS

Dear Sean,
Having read the review of *Alternate Reality*, I wanted to get a copy. However, when I tried to get it to load on a 1570 disk drive, the drive locked up. I tried the shop's 1571 drive with the same result. I rang US Gold and they told me that they had, just that day, realised the problem and that other programs had similar problems.

I wondered whether you have heard of any developments. If there isn't a copy available yet, could you tell me who is the best person to get in touch with at US Gold? It must be in Sam Poole's interest to get a copy out that will work.

On the strategy side, do you know if the *When Superpowers Collide* series will work on the 1570/1 drives?
John Abberley, Merley, Dorset

I have it on good authority from Gary Penn that Datasoft sometimes use the disk ROM for their protection techniques and — you guessed it — the ROMs are slightly different on the 1541 and 1570 drives. I'm passing your letter on to Mike Dixon who heads the English arm of Datasoft and is the best person, this side of the big pond, to help you. You shouldn't have these problems with SSI games, as their protection techniques are different again — I think!
SM

CHEARS EARS

Dear ZZAP!,
Thanks for starting a strategy section in your magazine. I'm an avid wargamer and find a lot of reviews for wargames are written by people who do not normally play (and consequently enjoy) such games. As a result, they tend to give negatively biased views of the games. Just because a wargame doesn't let you zap everything on the screen in 30 seconds, it doesn't mean the game isn't any good!

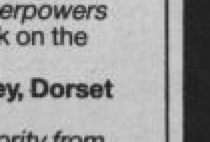
Some of my friends are wargamers as well. We do enjoy arcade games however, and read your magazine for the best reviews of both types of software. I look forward to future editions of your mag and whatever you do, don't drop the strategy section.
Steven Christian, Childwall, Liverpool

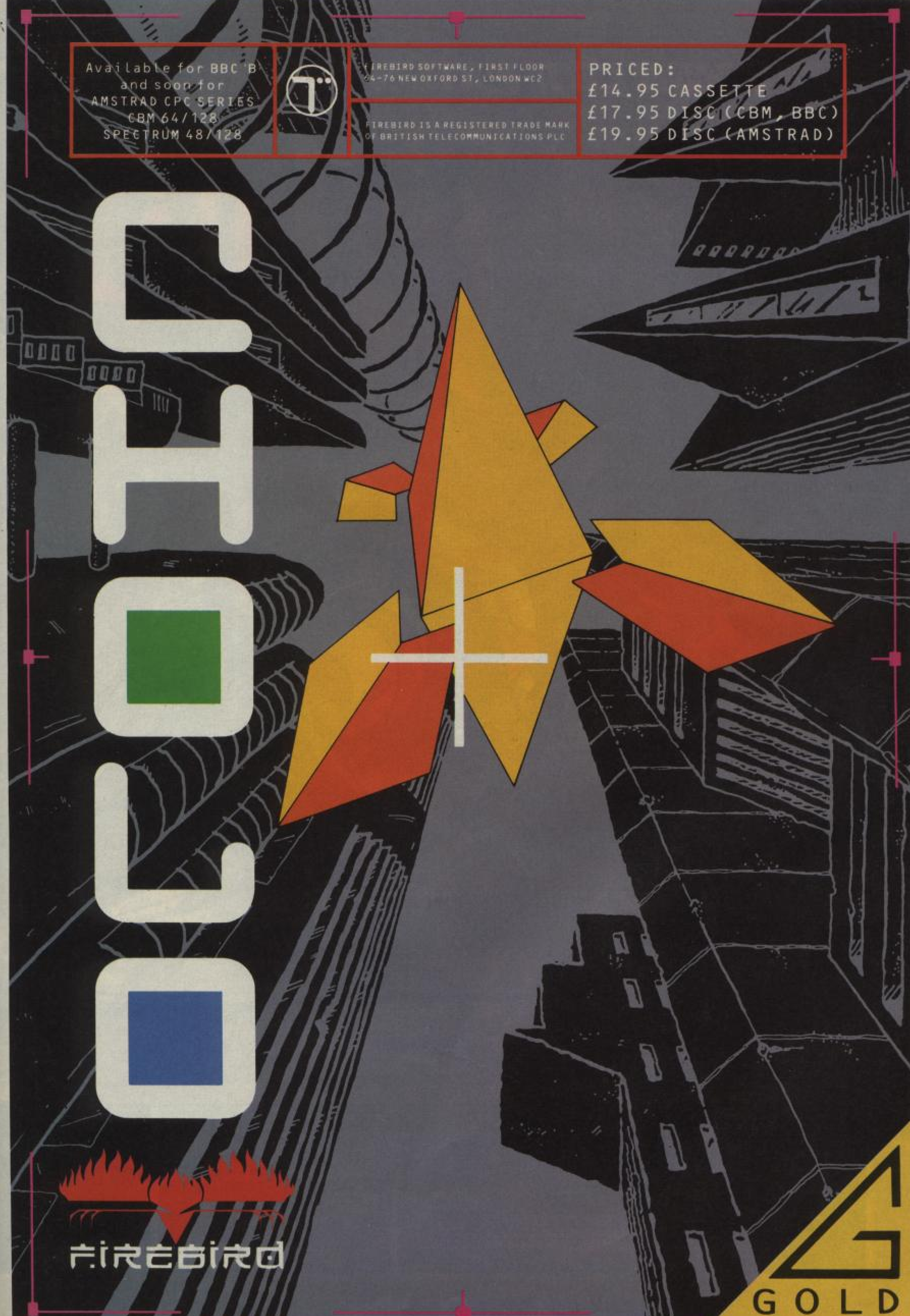
Thank you for the kind words. It does make sense to have specialists for specialist games. I did see a couple of old colleagues of mine (ex-Games Workshop) writing similar pieces for a competitive rag some time back, but this seems to have stopped. It's a shame because apart from the fact I enjoyed the competition, it lends more credibility to the job I'm supposed to be doing here!

As for dropping the strategy section, well I hope that never happens. Unless the supply of software suddenly stops, the column will continue to make an appearance. As for future ideas, I'm working on an Ultima feature which should cover the development of Britannia over the years, a feature/interview with Microprose and a couple of interviews of some very interesting people. Wait and see.
SM

That about wraps it up for SS. If you have any tips, views, moans or ideas let me know them. The best of those printed here will earn its sender £20 worth of software (of their own choice, of course). The address to write to is: **STRATEGICALLY SPEAKING, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.** The ball is in your court. See you next month.






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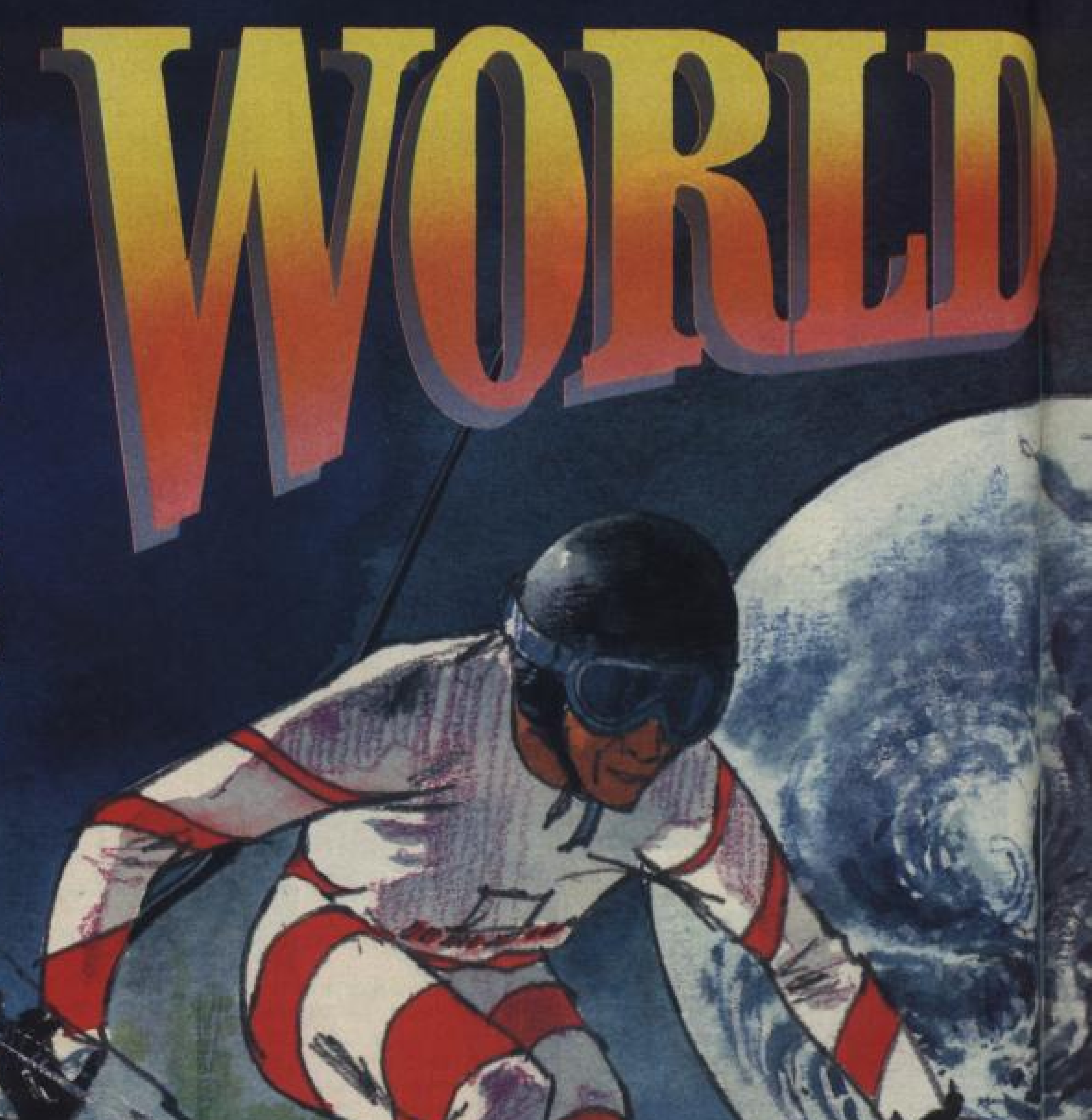
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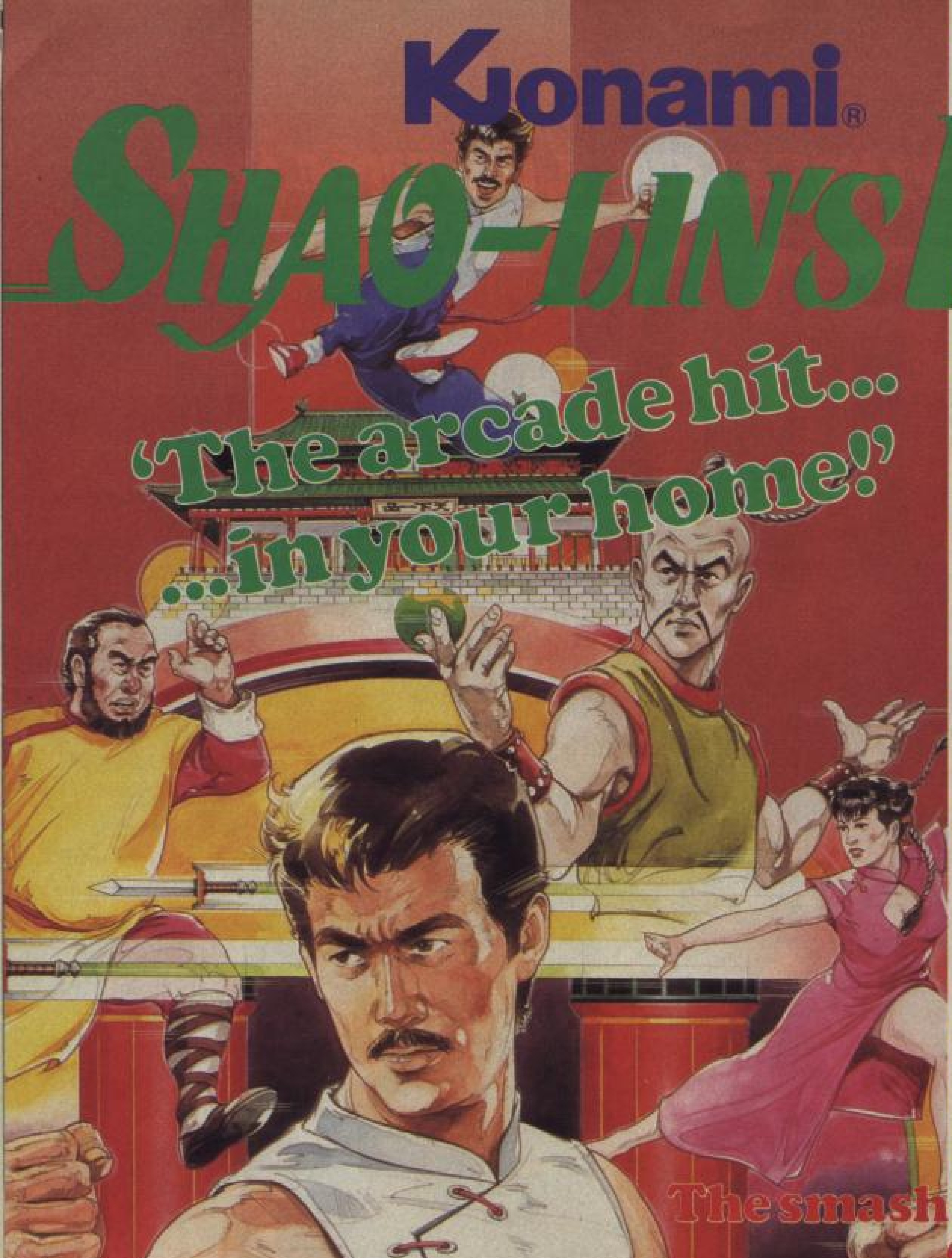




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FINDING FOUR IN SWANMORE

SEAN MASTERSON pays a visit to the people who hate most of the software industry and get paid for being Bored **and** Skeptical **— DELTA 4**

It started off . . . interestingly. Who could resist a drive through the English countryside in the height of summer? Me. I'm making a note for next year. Avoid English summers at all costs. It poured on the way down to Hampshire's sleepy Swanmore (yes, even Ludlow was brighter) and the traffic was horrendous.

I got there in the end. **Delta 4**'s directions weren't exactly helpful. 'We're right opposite the recreation ground,' they said, neglecting to mention they were also about twenty feet below it and disguised as a modern bungalow in the middle of nowhere.

I think I should have stayed in the car. It was lonelier but far more *normal*. Fergus McNeil's mother entering Feed The Five Thousand mode, wall to wall Marillion, and **Delta 4**'s office subtly disguised as Fergus McNeil's bedroom. . . . All this and the drive back was still to come.

But we did talk. Myself, Fergus McNeil and Judith Child. Most of our conversion was totally and utterly libellous. Here's what's left.

SM: Start from the beginning. Go on, tell me all about it.

FM: Delta 4 consists of myself, Judith Child, Colin Buckett and special guest star, Andrew Sprunt (Spud). It started by accident — as a hobby, with me getting a ZX81 when they were fashionable. Moved onto the Spectrum, saw an advert for *The Quill*. Bought it. Wrote a game — which was rubbish. And just by chance, Tony Bridges got a copy. We thought, well we might as well have a label, so **Delta 4** was born.

SM: No particular reason for the name?

FOUR SIDED TRIANGLES

FM: My dad thought it up to end an argument. Simple as that. Though we did come out with an interesting reason later, which was how many four-sided triangles have you seen?

SM: That's interesting?

FM: Anyway. I think it was after watching *Spitting Image* that we thought, why not be piss-take artists. That was the beginning of *Bored of the Rings*. We phoned Ian Ellery at **CRL** who asked whether we were programmers. We said we weren't. He said he wasn't interested . . . and about three days later got in touch and said he would buy the game.

CRL had close ties with **Silversoft** and the game ended up appearing about the time of last year's PCW Show under the **Silversoft** label. People started getting interested in **Delta 4** so both **CRL** and **Silversoft** said they would like a follow up — preferably in time for Christmas.

We had about a month. Things were also getting dodgy between **CRL** and **Silversoft**, more than was healthy. Anyway, we wrote *Robin of Sherlock* in what — three to four weeks?

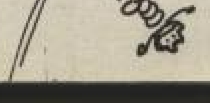
JC: Something like that.

FM: We went to see both companies, ended up signing with **Silversoft** and they promptly went down the drain. We got very pissed off and decided to start being careful. **CRL** were very good to us throughout that period and as they owned the rights to *Bored* anyway, it made its appearance on the Commodore. After that, we decided to work for as many people as possible . . .
SM: Like Level 9?

FM: (Shock/horror expression)

JC: You probably know more about it than we do.

FM: Well, I've signed a non-disclosure agreement. So, the 128K Spectrum launch was a big break for us. We hunted around for as many jobs as it was possible to get in the space of time and took up a few offers afterwards. *Colour of Magic* for **Piranha** was a result of that. We did have one game called *Galaxis* (sniggers all round) which sold the grand total of one copy! So we sold it to **Global** who released it on *Fourmost Adventures* whereupon it received rave ▶



reviews in several magazines. I'd just like to state for the record that *Galaxis* is (unprintable)!

SM: *Bored* isn't an official version of the Harvard Lampoon book?

FM: No. Every time we tried to reach Harvard Lampoon, we got a jeans shop. It's too rude anyway . . .

SM: I take it, there isn't exactly a strict working schedule?

FM: That's right. Well, people tend to think that **Delta 4** doesn't do anything serious, which is fair enough but we are setting up a new label called **Abstract Concepts**, so we will be producing some serious adventures on there.

USING THE QUILL

SM: Still using *The Quill*?

FM: We've actually got a new system under development. It's totally flexible. A very sophisticated parser, icon driven commands, very nice graphics. It's for 128K or disk based machines only. It has loads of other facilities such as guide book, notepad, music . . . We won't advertise anything till it's ready. For the moment, we're sticking with *The Quill*. Wait until you see what **Gilsoft** are bringing out later this year!

Basically, we parody anything that's established. We take something and say, 'How can we take the piss out of this?' And then we just sit there for ages and ages, coming up with ideas. Locations and text follow next. Objects come next. Then we try and put in little sketches, like the Trolls in *Bored*. Over the last week, there's usually a rush to get the graphics done. *Skeptical* is a kind of relaxing work that progresses in between all the other bits.

SM: That's your ongoing saga?

FM: Yes. Then we do the debugging and stuff.

SM: Who does the graphics?

FM: I do. We all work on the rest of it. The way it's set up, we can all do bits. We try to keep it all together. By the time the game comes out, it's normally okay. Then we do the map. The blurb never reads quite the way I'd like it but that goes for the games too. It starts off generally relaxed but so much has to be left out because of time or lack of memory.

Some people we go out of our way to be horrible to.

SM: Small companies are fairly fragile. Are you going to survive?

FM: We'll be around for, well — we'll be here next year. We've never gone into the red at the bank. We have a policy of not buying anything we don't already have the money for. Hopefully, we should be alright. When *Abstract Concepts* comes into the light, it's going to be a big thing for a while. I'd very much like to carry on doing, er.. Well, **Level 9** is the most challenging job we have come across. They're people who know exactly what they're doing, have a good system and are an established name. **Infocom** can't do some of the things they can.

Delta 4 is a contract software house. I like to see its name on covers. If it comes to a choice between something else and **Delta 4**, I'd rather see **Delta 4**. It can get ridiculous. If I died now, I'd still get credited in future **Delta 4** game reviews. I work on everything we do but so does everybody else. Judith's name is often misspelt.

FINDING FOUR IN SWANMORE

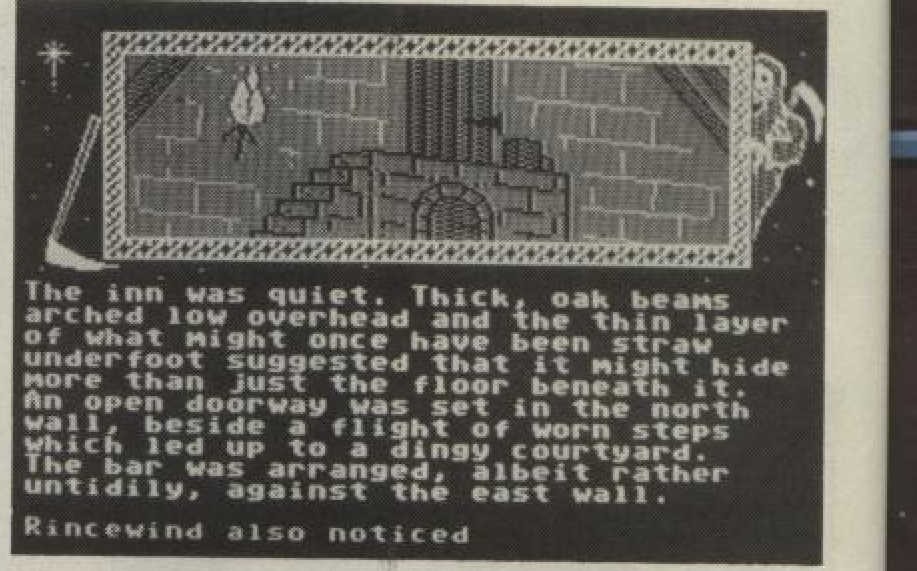
JC: Derek Brewster misses me off altogether.

Despite my sympathy for Judith's desire for notoriety, evening was drawing near and though the sun was finally peeping out between the clouds, I couldn't trust the weather anymore. Anyway, even Leprechauns have to sleep. So, I left the integrated iconoclasts and set off home. No doubt,they would be contemplating the pub and some liquid refreshment to aid their inspiration. It's all right for some . . .

Delta 4 has all the traits of a young company. They're enthusiastic, irreverent, headstrong, ambitious — and funny. Not exactly the qualifications the city might look for, but they have other assets to offer. They're successful, talented and perceptive. I've seen people struggling to get a game out, failing somewhere along the line and disappearing again. Now I've seen people who have made it. How, I don't know.

IT'S THE ALL-SINGING, ALL-DANCING, COLOUR OF MAGIC PREVIEW TIME!

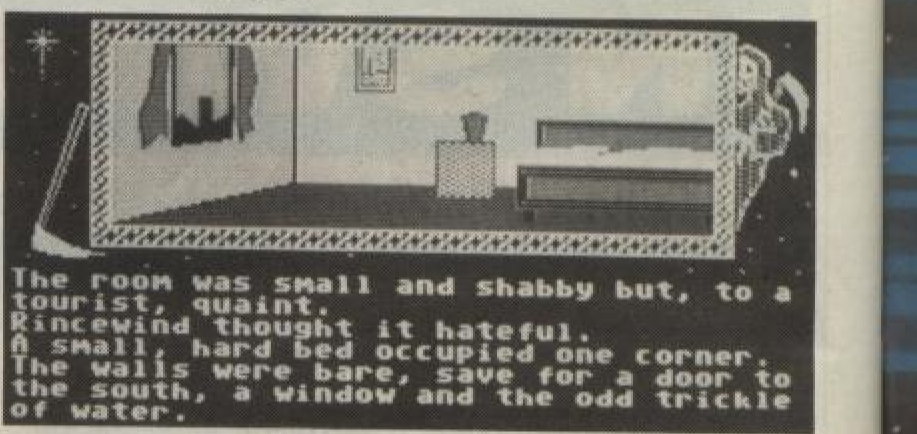
Delta 4's latest effort is *The Colour of Magic*. When I went down to see the Hampshire Hermits, it was in its early stages. Now, with the game almost ready for release, ZZAP! has obtained a preview copy and we can tell you what it's all about . . .



Discworld is, as the name implies, a flat, circular world. It rides on the back of four gargantuan elephants, who in turn are standing astride a huge turtle. As time goes on, the turtle, known as the great A'Tuin, carries Discworld through the future.

Rincewind, an inhabitant of this world, is a wizard of limited ability with only one spell — which he can't pronounce — and is, temporarily, down on his luck. When we first meet him he's pondering over some rather foul ale in the Broken Drum Inn. He's bought the noxious brew with his last gold coin, little realising that the coin was worth more than the tavern.

It is at this moment that history is made. Discworld has its first tourist — a little bespectacled man called Twoflower, who like any tourist, is always lost and constantly reads from his phrase book, consistently failing to get the message across. Being one to spot an opportunity, the multilingual Rincewind translates and so becomes Twoflower's guide to the town of Ankh-Morport.



Rincewind has his time cut out keeping the myopic tourist and his self-propelled luggage out of trouble. No easy task, as the luggage refuses to be ditched, and gets the hapless two into considerable difficulties. After a quick skirmish with the Assasin's Guild, Rincewind and Twoflower finally set off on their tour of Discworld, but not before burning most of Ankh-Morpork to the ground.

As the two leave the city they run into old smiley himself, the Grim Reaper. Mr Death is displeased that Rincewind is not in Psephopolois, over two hundred miles way, and gets upset over his timetable, which is now truly up the spout. Death is not one to be fooled around with, especially when slightly miffed, and Rincewind knows that they will meet again.

The Colour Of Magic is based on Terry Pratchett's book, and is one of the weirdest and funniest computer games I've encountered. It follows the same format as *The Boggit* and *Robin of Sherlock*, with a multi-part adventure and several hundred locations, the main sections of which are graphically illusratated.

You can meet and talk to all the characters in the book but, unlike the book, there are many ways to complete the game. This means that there is no correct solution, so each time you play, there's the incentive of trying a different route. The inclusion of a RAM SAVE option saves a lot of time changing tapes if you think that the next move may be fatal, as the effects of a RAM LOAD are instantaneous. The program also features the ultimate in scrounger disposal — a KICK BEGGAR option.

The Colour of Magic will cost £9.95 on cassette and should be released about the time you read this. Hopefully, the white bearded one will have a full copy to review next month. Well — that's the theory.



Isaac Asimov's
SCIENCE FICTION MAGAZINE PRESENTS

KAYLETH



KAYLETH

The Zyroneans were an advanced, pacifistic civilisation, until the arrival of Kayleth and his obsessional craving for Chromazin, a rare mineral found in small quantities on the planet Zyron.

Now, Kayleth rules the Zyron skies with awesome power, using an Atomic Bisembler system to send down his powerful army of androids to enslave the Zyroneans and force them to claw-out the subterranean rocks to extract the precious ore.

What is Kayleth?
Why are particular Zyroneans transported to the orbiting nerve centre of his domain, never to return?

How can this tyrant be eliminated?

Have you got the iron nerve and cunning required to defeat him before he completes the total destruction of your home planet?

You, a loyal Zyronean, have avoided capture long enough to set into motion a plan to liberate your beloved planet. However, as you are about to discover, certain events have overtaken your well laid schemes!!!

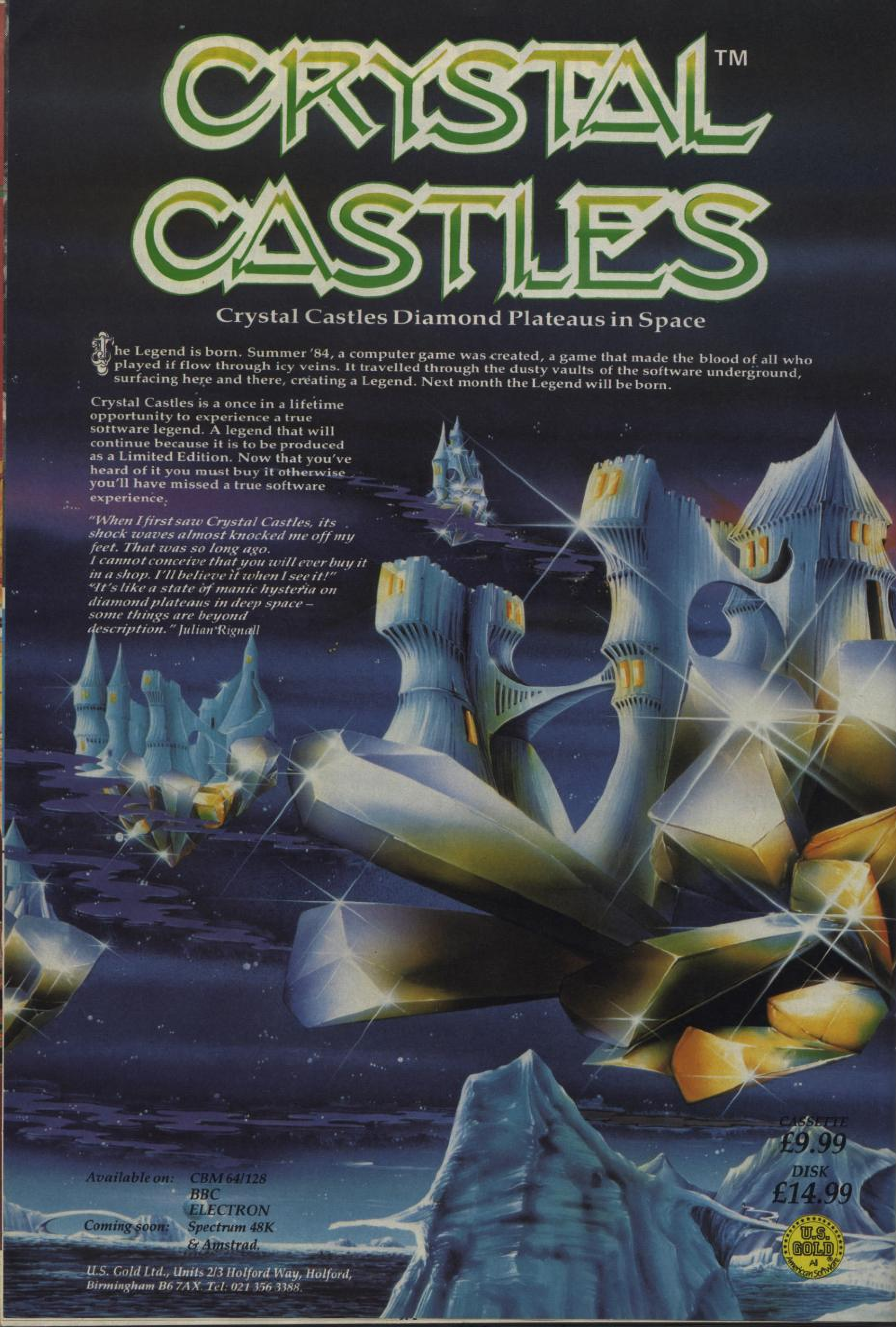
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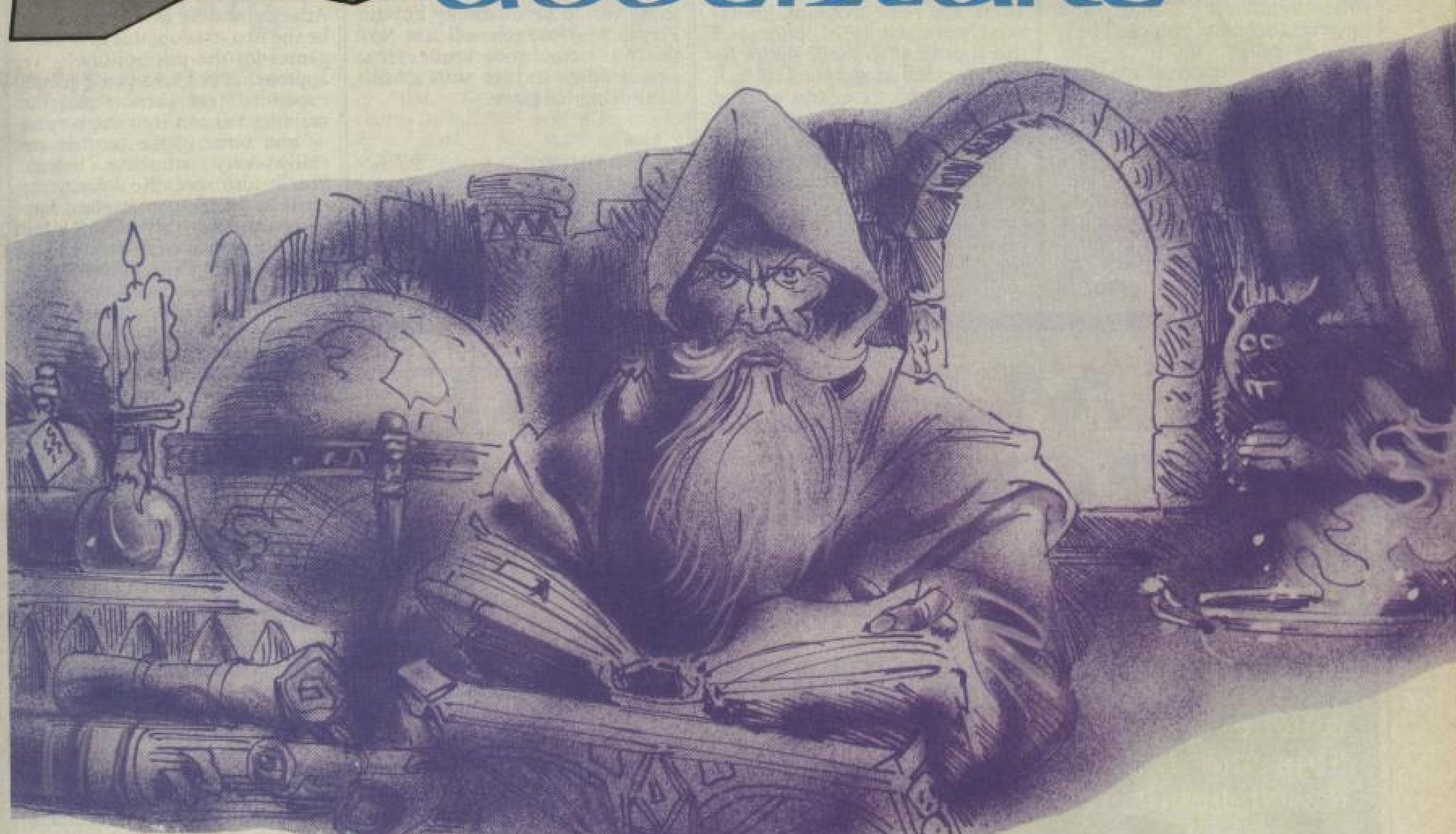
Written by: Stefan Ufnowski

Written and published by Adventuresoft U.K. Ltd. Distributed by U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388


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ZZAP! **A complete monthly guide by the infamous White Wizard for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.**

adventure



Tass Times in Tone Town

Activision, £19.99 disk only

Every once in a while, there is an adventure so inspired, so beautifully crafted and so ingeniously devised that it leaves its mark on everything that follows.

I predict that the obscurely titled *Tass Times in Tone Town* is just such an adventure. Y'know, grey habits and long beards might not be totally trendy in this strange age, but this adventure game for the terminally hip-flipped makes you feel like you could do anything.

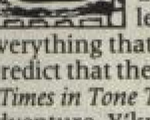
You think I'm joking, don't you? Ol' Whitey's lost his box at last? Very well. You asked for it.

Gramps is missing. Seeing as this has made first page in the Tone Town Times (which only has the news that's tass to print), this must certainly qualify as a valid plot for the adventure. You know roughly where he's gone — another dimension. He wasn't totally tass, according to reputation, but he was well-liked. There is a rumour that Franklin Snarl has something to do with this. If you knew him like I did, you'd believe it too. Whatever, as the man says, you've gotta getta take on Gramps (please be patient; this is difficult for me too).

Tone Town doesn't like tourists so you're going to need a guide to survive. Luckily, Ennio's available. Ennio's a dog. He's also a pretty tass journalist, being a six-time recipient of the Moonal Ultra Journalism award, and an ideal ally. He's not the only friend you'll need though. Try seeing Chaz. He runs a 'Tique that can do wonders for your tassitude with the aid of jumpsuits, hooplets and dye cuts. I have it on good authority that globurgers are fairly amazing as well. I wonder whether they're made out of Blobpets? After all, these burrowing bean-bags have been getting a lot of bad publicity recently and at least this is a way to deal with them . . .

Okay, down to Earth. This game absolutely hums with atmosphere. It's weird, cleverly allegorical, funny and compulsive. Some of the people responsible for *Mindshadow* and *Borrowed Time* are responsible for the game, and from the point of presentation, it owes a lot to the latter title. This game is also icon driven (though there's a





facility for text), uses graphics and employs elements of animation.

The whole affair is a highly polished and has an outrageously surreal scenario that just grabs your weirdness glands and squeezes them dry. You can't help but get caught up in it. The dialogue is a wonderful spoof on Newspeak from *1984*, the graphics are exciting but don't get in the way, and the plot is totally and utterly banal. It's brilliant.

It's also hard. The thing is, if you don't start getting into the game, picking up the clues and giggling at the subtle jokes, the whole thing might as well be written in Cuniform (which would be no problem for one such as I but would ruin things for you).

As far as physical quality goes, *TTITT* is as good as you could want. There are some irritating limitations in your choice of options but this is more than made up for by the presentation and playability. If there was ever a case of a work of art being admired for its subtle imperfections, then this is it.

This is what adventures should be about — experiencing other worlds. There is nothing in this game that can be taken at face value. There is nothing here that you will have come across elsewhere. It's 100% addictive. The real plot is so up the creek, that I'm not going to try and explain it. I would only take away all the magic by doing so. The best thing would be to simply buy it. Play it. And lose yourself in it. No, the Wiz hasn't gone senile. He's simply fallen in love with a brilliantly original game.

Atmosphere	97%
Interaction	91%
Lasting Interest	94%
Value For Money	88%
Overall	**95%**

TEMPLE OF POWER!

A wizard visit to the Secret Headquarters of ADVENTURESOFT . . .

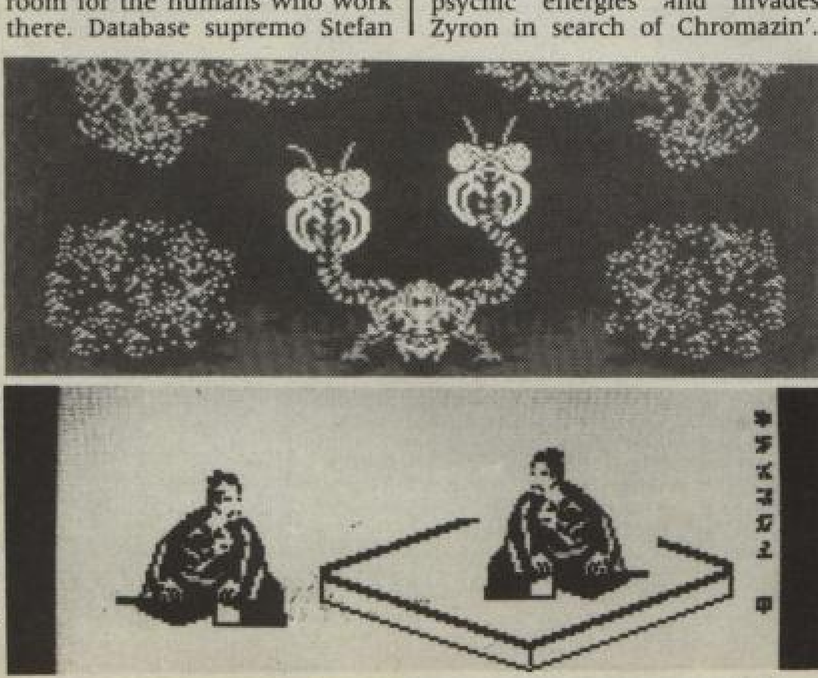
Ol' Whitey recently paid a visit to the home of Mike Woodroffe, ex-Adventure International and now Adventuresoft Supremo and he brings you news of games as yet unreleased, but of great promise! Read on, and see how the real professionals do it!

Adventuresoft occupies a small room in Mike's house near Birmingham, but that's where the cottage industry image ends. This room is like the Tardis — there's more hardware stuffed into it than into the entire ZZAP! emporium, and whether you're looking for a tape duplicator, a development system, or a dongle you'll find it somewhere in Mike's office.

All of which doesn't leave much room for the humans who work there. Database supremo Stefan Ufnowski and adventure-system specialist Roger Taylor sit squeezed up against their consoles like pilots in Concorde. Screens flicker and pulsate in front of them as they chant their mystic spells, consisting largely of the magic words *Cayleth*, *Chromazin*, and *Desert of Skulls*. What does it all mean?

Cayleth, it seems, is the name of the latest Adventuresoft creation, now about to burst onto your screens.'It's a science-fiction based scenario', Stefan explains, 'centering on the Zyron galaxy. Cayleth's a massive brain feeding on bipedal psychic energies and invades Zyron in search of Chromazin'. What that means, fellow Wizzes, is that the 'orrible thing sucks you dry and then pinches your precious local minerals to supplement its energy supply. You, of course, have to stop it.





GOOD NEWS

Cayleth's graphics are particularly impressive and samples of some of Adventuresoft's other graphic creations on the graphics front are to be seen elsewhere on these hallowed pages. 'We're heavily into graphics and animation,' says Mike Woodroffe, and it certainly shows.

But the best news, in the Wiz's opinion, is what they plan to do with them. 'We want to put a text version of our games on one side of the tape and a pictures-and-text version on the other. The text-only version will be suitably expanded to please the text addicts, but in fact on some machines — the Commodore 128 for example — we'll be able to put graphics with the expanded text version all in the one program'.

This has to be a winning idea. One of the problems with pictures is that they do take up rather a lot of memory if they're going to be worth the trouble and contribute to the game, and Mike's idea is one that surely should have been done long ago. And, of course, the animation makes a big difference. I was a bit sceptical at first, but once I'd seen my first serpent striking across the screen as I read the text below I was converted.

It looks as if *Temple of Terror*, Adventuresoft's next release, will be the first to adopt this new 'two-games-for-the-price-of-one' approach. For £9.95 you'll get the expanded text version plus the graphics version into the bargain — and some of the pictures are really very attractive indeed. You'll also get the chance to retrieve five dragon artefacts hidden in the lost City of Vatos, but then of course you may be too busy watching the animation to get that much done.

One of the best things about Adventuresoft is their teamwork and I really felt the respect they had for each other during my visit. On top of that was the extraordinary enthusiasm they had for their work. When Stefan had finished describing *Cayleth* to me, he sat back and asked me what I thought. Natural enough, since I'd probably be reviewing it. But what was so good about it was that he was clearly asking because he really wanted to know what I felt about it as an adventurer and not as a reviewer. That sort of involvement and enthusiasm is rare these days.

And it's particularly rare in a company that's so commercially minded. On the one hand their keen on the games, but on the other hand Adventuresoft know quite clearly which side their bread is buttered. They program their games with conversions to other languages in mind and consequently I'd be prepared to bet that they sell more adventure games in Europe than any other UK adventure software house. And by getting US Gold to do their marketing for them, they can get on with the arduous business of actually producing the game.

FOUNDATION AND EMPIRE

They've got some very interesting products lined up, too. What most grabbed my attention is that Adventuresoft now have an exclusive right to produce games based on the Isaac Asimov books. Yup, that does include *Foundation*, and *I, Robot*, and all those other incredible sci-fi epics. Then there are the games based on the Fighting Fantasy books — we've already seen *Rebel Planet*, but *Sword of the Samurai* looks even better and the graphics — some of which are printed here — are really stunning.

My visit to Adventuresoft was unfortunately limited by the pressure of attendance at Wizard Conventions, Magicians' Guild Suppers, and Wand Wielders' Sponsored Spell Castings, but the Wiz retains fond memories of the evening he spent there and reckons that if enthusiasm, technical expertise, and good licence deals count for anything in this market, then Adventuresoft must figure prominently in Hari Seldon's plan for the future . . .

Wizard's Mailbag

Oh-oh, the Wiz isn't very popular this month, it seems. *'The White Wizard refuses to give* Orcsbane *a mention, preferring to stick to the Atticman's and Tony Treadwells'* writes **Nick Walkland** in the latest issue of his *Orcsbane* adventure magazine. He continues, *'after sending him two of the last issues, and reading something like "I won't mention clubs if I don't think they're worth my readers spending their hard-earned guilders". Surely we're not expensive! How about us who prepare these ventures, spending all our time and money producing and sending the things for free. If he is so concerned about people wasting money he'd send the* Orcsbanes *back . . .'*

Phew! What a scorcher! I'm certainly not Nick Walkland's favourite person! Perhaps now I can put my oar in. First, it's a sad but inevitable truth that not every worthwhile magazine finds its way onto these pages. the reason is simple — time and space. Tony Treadwell, for example, regularly rings me up, often offers help with the column, and generally involves himself with the Wiz's way of life. He also runs a good club with a nice magazine. The way of the world dictates that he is frequently mentioned on these pages.

If Nick saw how much stuff arrives on this desk each month for inclusion in the column perhaps he'd understand how it's possible for *Orcsbane* to have missed out. He should also understand that I don't necessarily mean to imply his club is a rip-off just because it's not mentioned. There are other clubs which I haven't mentioned, about which I don't have enough info either, and some of them are every bit as good as Nick's.

So, now for the important bit. *Orcsbane* is nicely produced, costs between 50p and 70p depending on the number of pages in the issue, and can be had from **Nick Walkland, 84 Kendal Road, Willsborough, Sheffield, S6 4QH**, and if THAT isn't a plug, I don't know what is! As for my not returning your copies — well, I apologise, but then sending me two issues must have cost you about £2.00 at the most so perhaps it wasn't such a bad investment after all.

Just I was cheering up after reading Nick's editorial, I was plunged into gloom again by **David Parker** of Islington. *'Your* Ultima III *tips are absolute RUBBISH!'* he yells. OK, David, no hard feelings. Just tell my pet Balrog to wait outside on the doormat when it arrives, then go into the kitchen and sprinkle salt and pepper on yourself. *'To finish* Ultima III*'*, claims David, *'You need: mark of all kings, mark of fire, mark of force, mark of snake, card of love, card of sol, card of moons, card of death, the word EVOCARE, exotic armour, exotic weapons, and you must know the 'one way'.'* So now you know.

John Kay is the latest of a number of correspondents who have discovered how to get 250 stamina points in *The Price of Magik*. *'When you are killed, you have the option of restoring or restarting. Type restore, get the code wrong three times, you then will be given new life in the place where you died and you should have 250 stamina points. This worked on my game.'* Hmmm..It also worked on several others, but I don't know whether that means it works on all of them.

Finally, letters from **Nigel Morse** in Doncaster and **Nicholas Blundell** in New Zealand. Their letters came quite independently and Nigel's reads: *'The response to my name being published in Clever Contacts has been first class. I've even had one chap 'phone me up from New Zealand at a cost, so he tells me, of £12.00 per call!'*. Nicholas' letter mentions this, saying *'I must admit that I spent quite a few hours on the telephone to Nigel Morse of Clever Contacts — not cheap from Down Under but well worth it!'*. So there you go — getting into Clever Contacts really is a great way of making friends around the world. It's this personal contact thing that I think is so important in adventuring, and is why, despite a plea from Miss **T Rendy** (or Pendy?) of Croydon, I shall NOT be giving this space up to more fellow Adventurer's problems. If you've got a problem, why not ring someone up, solve the problem, and make a friend at the same time?

Wizard Tips

Here be this month's clues, fellow Warlocks and Witches. These helpful tips are brought to you by adventurers who have risked everything in the darkest regions of Adventureland. Honour their names! And store their tips safely for future reference!

SEABASE DELTA
Trouble with switch? The answer is a short one.

Thanks to **Phil Symonds**.

THE SECRET OF ST BRIDES
Type 'Plant' and see what happens . . .
A quick way to get back to the Wellie House — say something naughty.

SE KAAH OF ASSIAH
Remember to search all rooms.
To open doors, slide door.
To kill guardian, press stud on staff and throw it.
To open gate, tie sack to lever, then get hammer, cut sack, then get out.

KENTILLA To get the rope from the Cavezats, give the Chief Cavezat the small key.
To kill Grako, hit him with staff three times, then give it to him.

Thanks to **Anthony Lee** and **Phil Symonds**.

Three Classic Tips for old games . . .

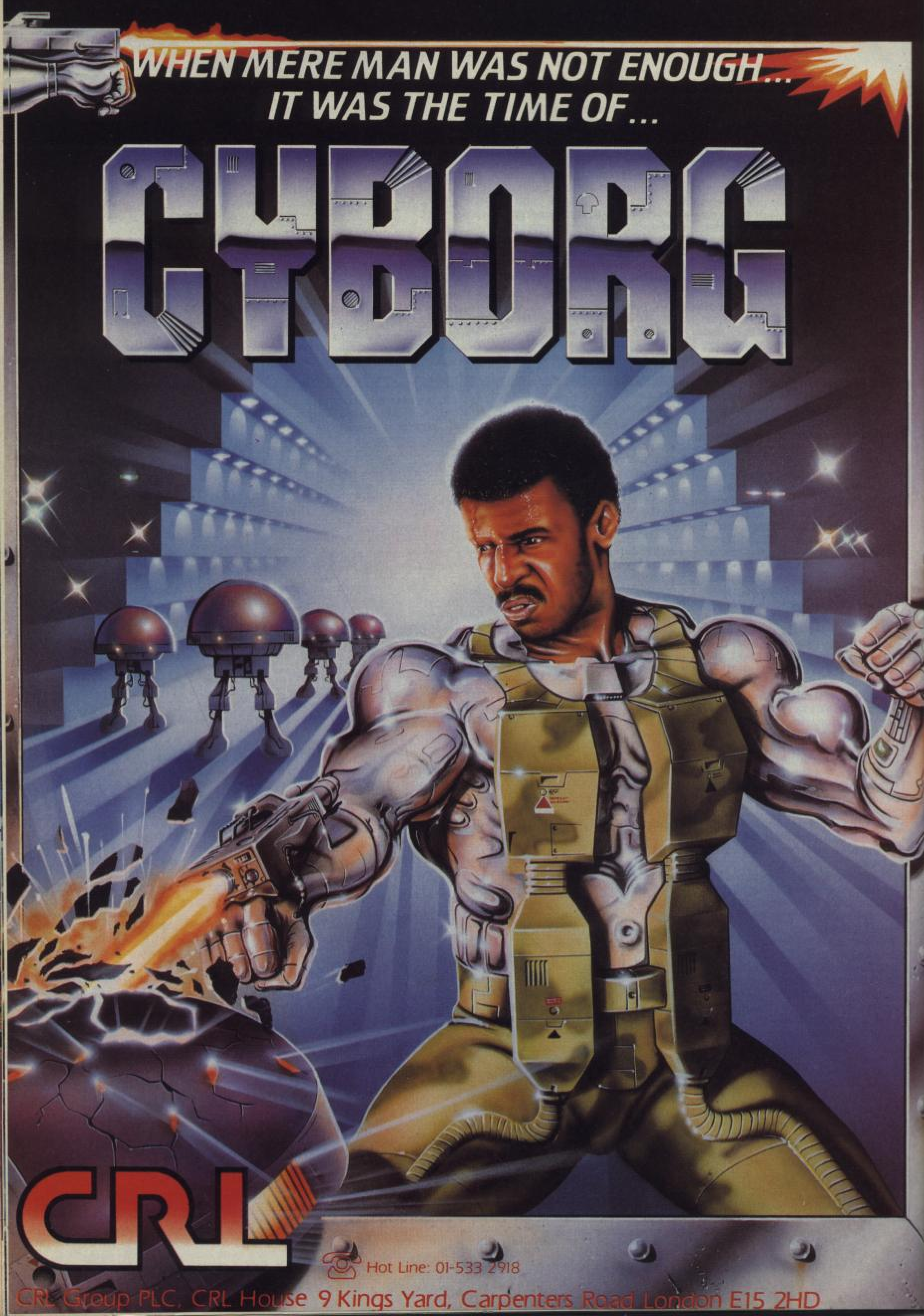
Arrow of Death Part 1 The coat of arms isn't for decoration.

Pulsar 7 To mend the lathe, find the cable, which is above the bunk.

Feasibility Experiment
If your troubles are light ones, melt them away with gloved hands and then do a repair job.

Thanks to **Phil Symonds**.

Lords of Time
To get icicle, shout.
To get across lake, drop something cold.
Kneel then pray to get a winged gift.


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Clever Contacts

OK, Mortal Members of the Goblins Dungeon Appreciation Society, this is where you find salvation. The following brave adventurers have joined together to bring you the benefit of their immense power and prestige, not to mention their timely tips on adventure games, to get you out of trouble. If you're stuck, these are the lads and lassies to run to for help. And if you want your name to shine for evermore in the annals of Wizzardry, get the games you've completed down on paper (a postcard preferably) and send them to: **THE WHITE WIZARD'S DUNGEON, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.**

Help Offered . . .

Zork I, II, and III, Seastalker, Enchanter, Deadline, Adventure 550, Ultima I, II, and III, Ulysses, New Adventure, Serpent Star, Death in the Caribbean, Pirate Adventure, The Count, Pyramid of Doom, Spiderman, Dallas Quest, Sorceror, Planetfall, Suspended, Wolfenstein, Questron, Mask of Sun, Blade of Blackpool, Mindshadow, Secret Mission, Strange Odyssey, Ghost Town, Golden Voyage, Sorceror of Claymorgue Castle, Cutthoats, Infidel, Witness, Starcross, Dark Crystal, Wizard and the Princess, Transylvania, Adventure in Time, and Borrowed Time.
Asif Din, 37 Deeplish Road, Rochdale OL11 1PH

Most games.
R Shepherd, 106 Highfield Street, Coalville, Leicester.

Hobbit, Fourth Protocol, Voodoo Castle, Valhalla, and Lord of the Rings.
Graham Robson, 71 Fair Field Rise, Kirkburton, Huddersfield HD8 0SS
Tel: (0484) 604631 between 4 and 5pm Mon-Fri only.

Return to Eden, Worm in Paradise, Red Moon, Gremlins, Perseus and Andromeda, Heroes of Karn, Hulk, Spiderman, Exodus Ultima III, Nine Princes in Amber, Ballyhoo, Enchanter, Sorceror, and Spellbreaker.
Guy Thomas, 17 Borstal Hill, Whitstable, Kent CT5 4NA
Tel: (0227) 274846 9am to 9pm any day.

Adventureland, Voodoo Castle, Mystery Funhouse, Savage Island I and II, The Hulk, Pirate Island, The Hobbit, Red Moon, and Spiderman.
Tim Storey, The Mount, Chelston, Wellington TA21 9HP
Tel: Wellington 6237 after 5pm and all day Sunday.

Hobbit, Price of Magik, and Hacker.
Gary Moffat, 66 Alanbrook House, Master Gunner Place, Baker Road, Woolwich, London SE18
Tel: 01 319 3651 8pm to 10pm Mon-Sat.

Castle of Terror, Spiderman, Hulk, Lords of Midnight, Quest for the Holy Grail, Voodoo Castle, Upper Gumtree, Adventureland, Circus, Supergran, and Pirate Adventure.
Antony Leadbetter, 36 Davyhulme Road, Davyhulme, Manchester M31 2DQ

Castle of Terror, Terrormolinos, System 15000, Hacker, Holy Grail, and Subsunk.
Martin Rimmer, 81 Pinfold Lane, Ainsdale, Southport, Merseyside PR8 3QL

Twin Kingdom Valley, Quest of Merravid, Atlantis Adventure, Disk Hobbit, and Hitchhikers.
Russell Wallace, 24 Lower Georges Street, Dunlaoghaire, Co Dublin, Ireland

Hobbit, Lord of the Rings, Zim Sala Bim, Castel of Terror, Merry Christmas, Spiderman, Quest for the Holy Grail, Erik the Viking, Ring of Power, and Danger Mouse in the Black Forest Chateau.
Colin Hayward. Tel: 01 885 4662 5-10pm

Castle of Terror, Dallas Quest, Hobbit, Hulk, and Terrormolinos.
Aris Parlapas, 18 Pyrsinella Street, Ioannina, Greece

Twin Kingdom Valley, Hobbit, Heroes of Karn, Hulk, Sorceror of Claymorgue Castle, Castle of Terror, Collossal Caves, Bored of the Rings, Quest for the Holy Grail, Magicians Ball, Return to Eden, Mindshadow, Emerald Isle, and Red Moon.
Phil Symonds, 29 Goliath Close, Roundshaw, Wallington, Surrey SM8 9HN

Aztec Tomb, Hobbit, Adventureland, Pirate Adventure, The Count, Voodoo Castle, Heroes of karn, Empire of Karn, Enchanter, Volcano of Raka Tua, Himalayan Odyssey, Oasis of Shalimar, Castle of Mydor, Adventure Quest, Lordsof Time, Colossal Cave, Classic Adventure, Escape from Raka Tua, Lost City, King Solomons Mines, Mystery Island, Scroll of Akbar Khan, The Institute, Critical Mass, Infidel, Death in the Caribbean, Wizard and the Princess, Wishbringer, Zork I, II, and III, Secret of Baston Manor, and Suspended.
Margot Stuckey, 14 Marampo St, Marayong, NSW 2148, Australia

Heroes of Karn, Empire of Karn, Crystals of Carus, Jewels of Babylon, Subsunk, Seabase Delta, Worm in Paradise, Voodoo Castle, Terrormolinos, Mordons Quest, Neverending Story, Mindshadow, Urban Upstart, Robin of Sherwood, Hampstead, Wizard of Akyrz, Hobbit, Time Machine, Circus, Arrow of Death, Emerald Isle, Lords of Time, Gremlins, Sorceror of Claymorgue Castle, Red Moon, Ten Little Indians, Perseus and Andromeda, ZZZZZ . . . , Feasibility Experiment, Valkyrie 17, Bored of the Rings, Pirate Adventure, Very Big Cave Adventure, Valhalla, Golden Baton, Ring of Power, Adventureland, Collossal Adventure, Quest for Holy Grail, Hulk, Price of Magik, Return to Eden, Snowball, Pilgrim, Snow Queen, Espionage Island, Inca Curse, Kentilla, Helm, Lord of the Rings, Ship of Doom, Zork I, Spiderman, Warlord, Forest at Worlds End, Planet of Death, and limited help on many others.
John Barnsley, Adventurescue, 32 Merrivale Road, Rising Brook, Stafford, ST17 9EB

Please Note: Respect your fellow adventurers. By offering to help you they are undertaking a not inconsiderable task and deserve both your gratitude and your consideration. Never phone after 10pm (earlier if specifically mentioned above) and ALWAYS enclose a stamped addressed envelope if you want a reply by post.

CLUBS GALORE!

The White Wizard seems to be getting more and more letters each month from readers starting up adventure clubs. I can't help feeling that a fair number of these must fall by the wayside — after all, there seem to be so many and the market can't support everyone. However, here goes with a selection of this month's club promotions. Don't forget that I can't vouch personally for any of these organisations, but I'm sure they mean well and would like to hear from you . . .

H&D Services, 1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG. Tel: 061 370 5666
Offer a series of adventure 'handbooks' giving solutions, hints, and maps of games. Subscription rates: 3 issues, £2.75; 6 for £5; 12 for £9.

BAG — Beginners Adventure Games
A new club for adventurers. Write to **Lesley Marriott, 22 Priory Road, Alfreton, Derbyshire DE5 7JT**

Adventurers Anonymous
Adventure club and magazine: Contact **Rivendale, Nethergate Street, Bungay, Suffolk NR35 1HE**

Adventure Cracking Service
A helpline. Contact **Gavin Berry, 25 Beauvale Road, Hucknall, Nottingham NG15 6PF** for details. It's not entirely clear from the letter whether this is a club or just a phone-helpline — their telephone number is in the Help Offered section.

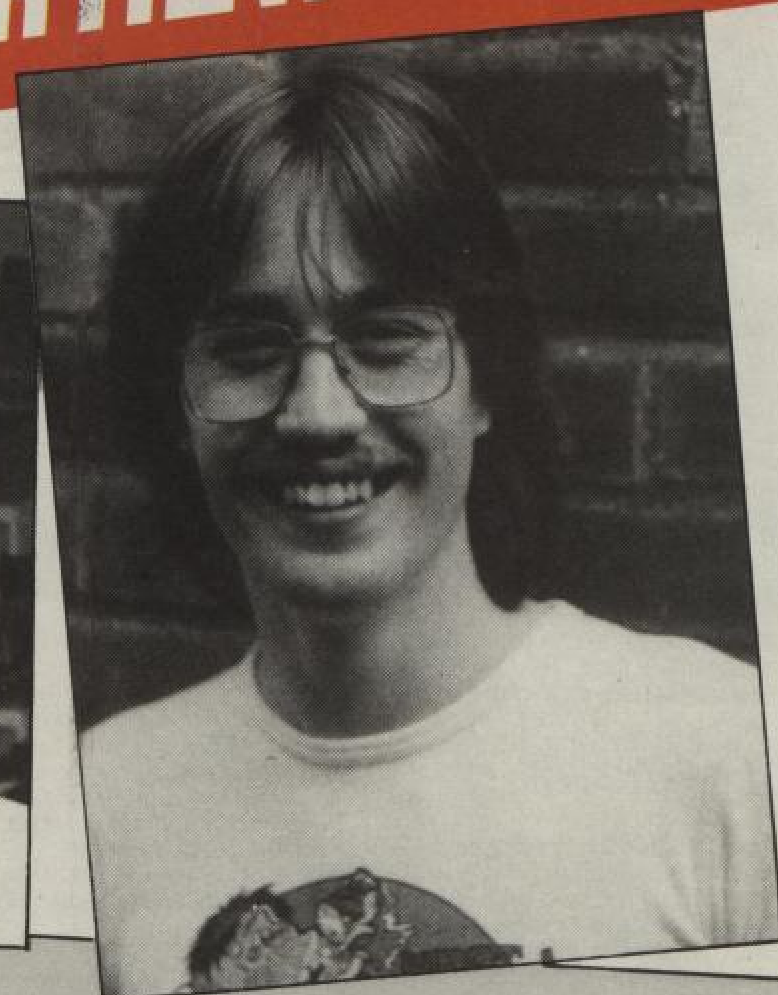
Questline
A well-established concern, now going official and charging very reasonably for its services — Helpline, Magazine, Swap-It section, Club Distribution for your games, Special Offers on commercial releases. Send SAE for details to **Tony Treadwell, 17 Headley Way, Headington, Oxford OX3 0LR**

Contacting The Wiz

Wherever you may be, you can contact the Wiz and have the chance to see your name on these hallowed pages. Write to me on any aspect of adventuring at **THE WHITE WIZARD'S DUNGEON, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1AQ.** If you have one of these Modem things, you can try getting me on **BT Gold 83:JNL251** or on **Prestel/Micronet 919994854.** Be aware, however, that the Wiz doesn't log onto Prestel as often as he used to — BT Gold is a much better bet if you are a subscriber.

30 copies of the Sizzling IRIDIS ALPHA and ALLEYKAT on offer from HEWSON





HEAVY ON THE HIGH-SCORING HEWSONS

That nasty old tin can of a life form, Mr Scorelord, has persuaded me, your ever-so-humble Competitions Minion, to do a comp with *Iridis* (heavy on the eyes) *Alpha* and *Alleykat* as prizes — he thinks that they're great because he can get mega high-scores on them. Not so yours truly.

But before you can embark on all this blasting courtesy of HEWSONS, I'm afraid I'm going to interfere and make you do a bit of brainwork first — I'm not letting any silly old Tincan have it all his own way, so there. (*You're only saying that because you spiked his Domestos with a sleeping brew* — **ED**) There are thirty special goodybags up for grabs, each containing a copy of *Iridis Alpha and a copy of Alleykat.* First, I've got to sort out who is going to collect them . . .

Below are five questionipoos based on HEWSON games, programmers, and so on. All you have to do is to get the answers right, all of them mind — and no backing out — and send them to ZZAP! Towers double quick.

GET YOUR BRAINS IN GEAR AND GO FOR IT!

1) How many ZZAP! Sizzlers have Andrew Braybrook and Jeff Minter had between them?

2) What was the name of the Mutant Blabgorian in GRIBBLY'S DAY OUT?

3) How many Robo-Freighters are there in PARADROID?

4) How many Dreadnaughts are there in URIDIUM?

5) Name the cute character who stars in IRIDIS ALPHA.

Okay? Think you've got them right? No? Well go and check through your ZZAP! collection and do them again. Now, sure you've got every one absolutely, spot on, A1 correct? Good! At last you can post them off to: **HEAVY ON THE HEWSON, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.** Having managed to get all the answers correct you'd be very silly not to get them into the Towers before November 14th 'cos that's when the comp closes. Quickly now, and answers on a postcard please — don't forget to add your name and address . . .



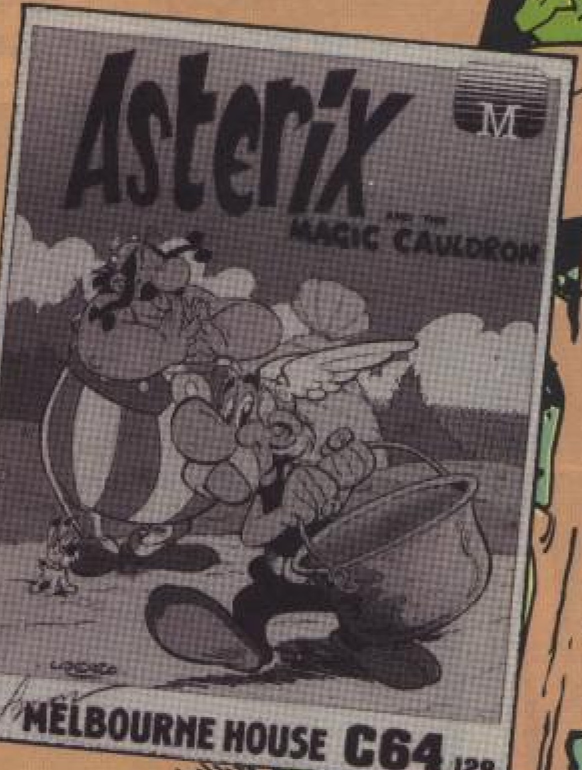
GETTING FIXED UP WITH ASTER

WIN! A co

50 copies of ASTERIX AND THE

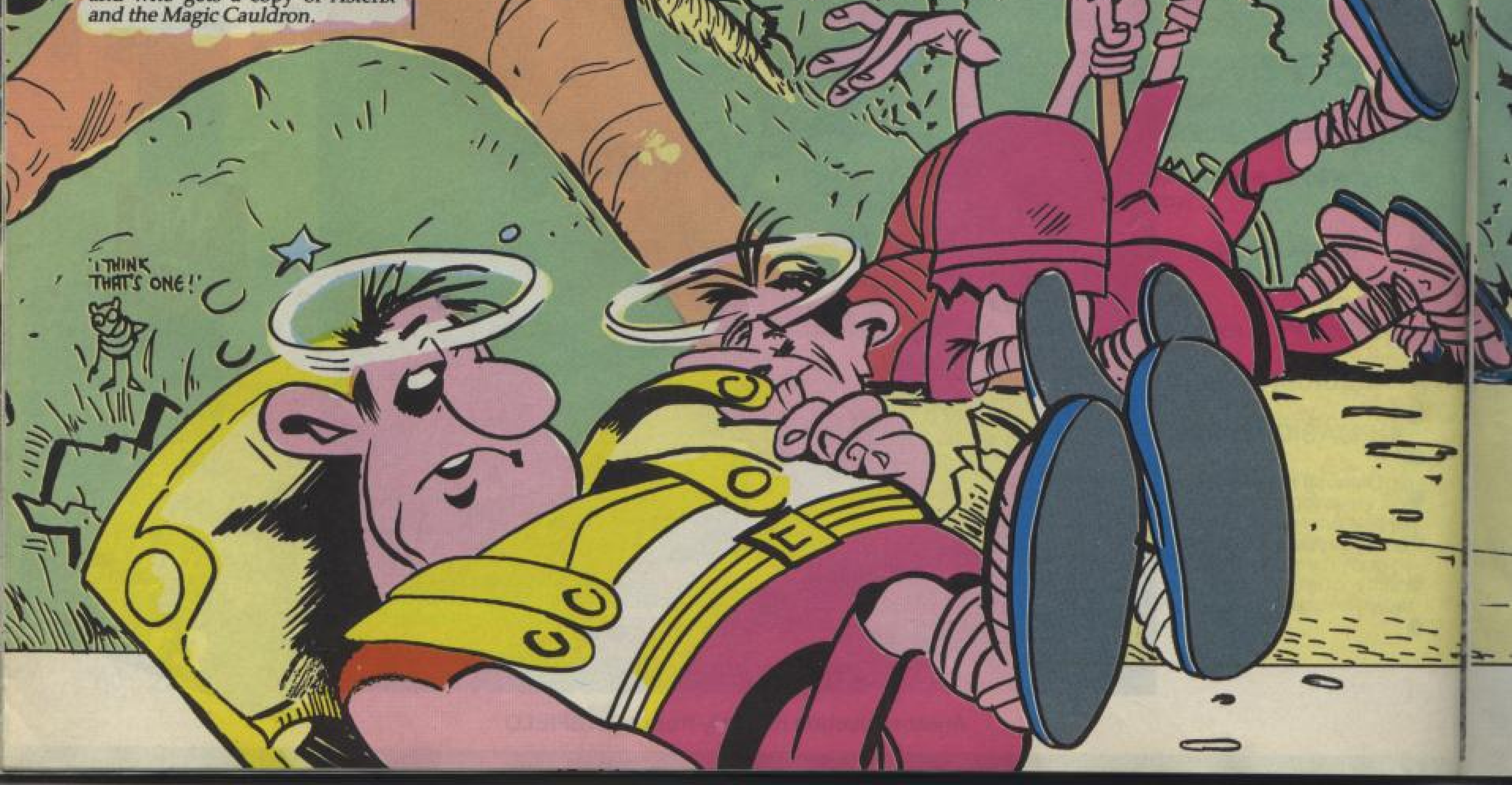
Oh dear, what a clumsy fool that Obelix, faithful friend to Asterix, is: he's just gone and broken Getafix's ever-so-useful Magic Cauldron that's used to brew the magic potion. Without the brew Asterix's small Gaulic village will get attacked by those horrible Romans.

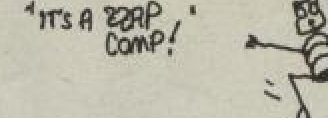
Vitalstatistix, the village leader, is not too pleased with clumsy Obelix. He's sent Asterix and Obelix off to locate the seven pieces of smashed cauldron — and the bits have been scattered all over the shop. In the game produced by MELBOURNE HOUSE Obelix obviously needs not only Asterix's help but yours too. If you want to join in with this mammoth quest, here's a chance to collect a freebie copy of *Asterix and the Magic Cauldron*, courtesy of MELBOURNE HOUSE.



As you can see from the piccy on this page, Asterix and Obelix are distinctly puzzled by their predicament. Only you can help them . . . Hidden in the picture are seven pieces of magic cauldron. What you have to do is to locate all seven and put a neat little ring around each one. When you have found and ringed all seven, cut out the piccy and post it off to: **CAULDRON COLLECTION, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.** (You can use a photocopy if you like, but only one entry per reader . . .

Entries must be inside the Towers by 14th November at the latest, when I will make the draw from my very own cauldron to decide who gets the set of Asterix Books and who gets a copy of *Asterix and the Magic Cauldron*.





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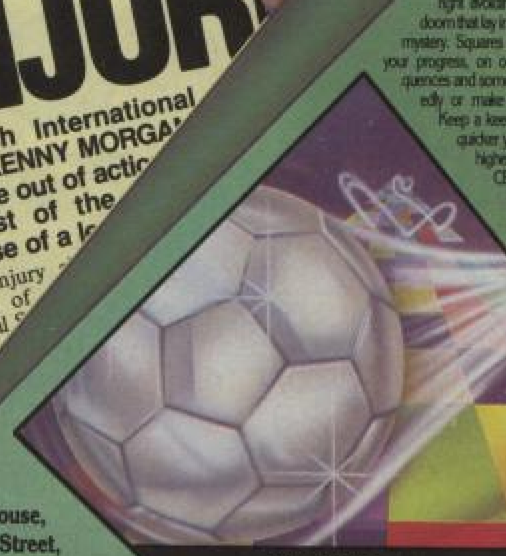
Amstrad, BBC/Electron
Atari, CBM 64/128
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Disk
£14.95

uture Knight
ise Sir Ranolph to take up he challenge of death hat has befallen the fair aid Amelia, held in the evil lutches of Spebott the Terrible. cting upon an inter-dimensional istress signal from the galactic cruiser S Rustbucket, don your Omnibott Mark attack suit and venture forth in pursuit of our beloved's captors. Defend yourself nobly gainst the Berzerka Security droids. Fight our way through 20 gruelling levels onto he planet's surface into Spebott's astle where the fate of Amelia lies ith the outcome of your mortal ombat with the awesome enchodroid. Is there any allantry and bravery ft in this modern ay universe?



Trailblazer
Thunder into the unknown at a breakneck speed, pushing your reflexes to their limits in this definitely exhilarating journey that's not one for the fainthearted. Roll left, roll right avoiding the endless chasms of doom that lay in and around the squares of mystery. Squares that will sometimes slow your progress, on occasion with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. CBM 64 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.



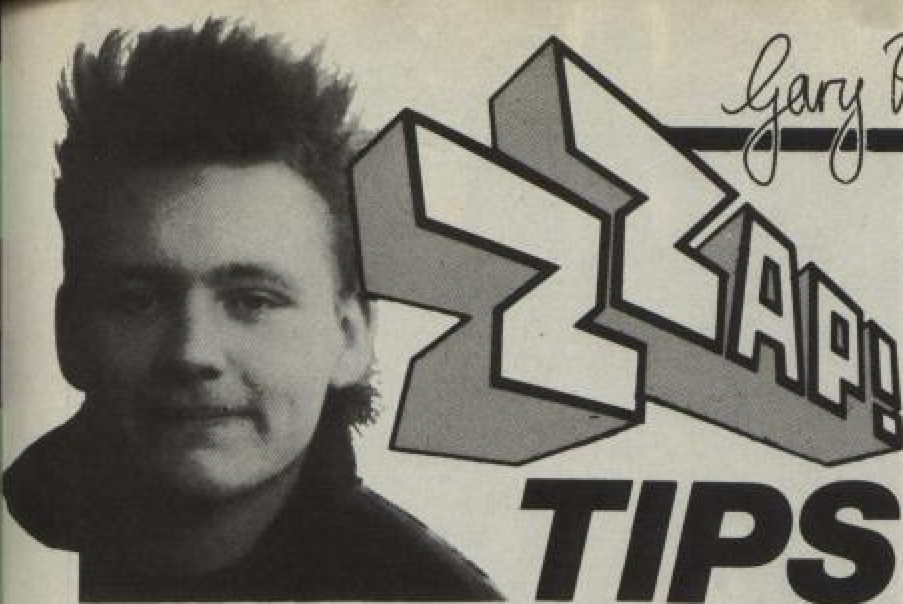
vailable
ovember!

Future Knight

Gremlin Graphics Software Ltd.,
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Sheffield S1 4FS.
Tel: (0742) 753423

Trailblazer

Available
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Melissa Ravenflame, existentialist 'girly' tipster for C&VG. Is she a fevered figment of the imagination or a voluptuous reality? Person or persona? I don't know. I reckon she's Father Christmas' illegitimate love child — but I won't hold that against her (or him for that matter — he does bring me pressies every year). As for Hannah Smith . . . You leave Melissa alone, Hannah. The poor woman's having a hard enough time as it is, convincing herself that really does exist. She can't help being the copyright of artist Jerry Paris.

Anyway, on with the tips . . . This month there are maps of the first four levels of *Equinox*, *Robin of the Wood*, *Miami Vice* (make of it what you will), and *Spiky Harold* — amongst other things. Next month there will be a complete map of *Dan Dare*, along with the almost complete solution (got to let you figure out something for yourself!). Now how's that for service?

Oh, by the way — I thought you ought to know that the object above the Colony Craft is in fact the Neutron Fuel. It resides at an altitude of 88,000 and can be reached with a suitable craft, such as the table cheese or the Palyar Commander's Brother-in-law's New Ship. Oh, and while we're on the subject of the *Second City* . . . Kiran Oza from Fishermead, Milton Keynes has found out how to enter the cheat room! Yes he has — and very devious it is too. He also found out several other interesting 'features' — none of which I shall mention for at least a month or two . . . Congratulations, Kiran.

Incidentally, Julian will be taking over the tips as of next month . . .

SCARABAEUS (Ariolasoft)

A huge thank you to Alan Smith **from Whitehall in Bristol, who has come up with some amazing POKEs for this classic game. All you have to do is type in one of the following listings and RUN it . . .**

```
0 REM INFINITE TIME AND ENERGY
1 REM FOR SCARABAEUS
2 REM BY ALAN SMITH
10 A=320
20 FOR T=0 TO 61:READ Z
30 POKE A+T,Z:S=S+Z:NEXT
32 IF S<>6871 THEN PRINT "ERROR IN DATA":END
35 PRINT CHR$(147) "INSERT SCARABAEUS TAPE AND PRESS A
KEY"
36 GET A$:IF A$="" THEN 36
40 DATA 169, 1, 170, 160, 0, 32, 186, 255
50 DATA 169, 0, 32, 189, 255, 162, 1, 160, 8, 32, 213, 255
60 DATA 169, 76, 141, 242, 3, 169, 102, 141, 243, 3, 169, 1, 141, 244, 3,
76, 13, 8
70 DATA 169, 115, 141, 76, 31, 169, 1, 141, 77, 31, 76, 0, 30
80 DATA 169, 96, 141, 173, 229, 141, 12, 224, 76, 0, 160
```

OR:

```
0 REM INFINITE TIME AND ENERGY PLUS FAST LEVEL TWO
1 REM FOR SCARABAEUS
2 REM BY ALAN SMITH
10 A=320
20 FOR T=0 TO 72:READ Z
30 POKE A+T,Z:S=S+Z:NEXT T
32 IF S<>8909 THEN PRINT "ERROR IN DATA":END
35 PRINT CHR$(147) "INSERT SCARABAEUS TAPE AND PRESS A
KEY"
36 GET A$:IF A$="" THEN GOTO 36
38 SYS 320
40 DATA 169, 1, 170, 160, 0, 32, 186, 255
50 DATA 169, 0, 32, 189, 255, 162, 1, 160, 8, 32, 213, 255
60 DATA 169, 76, 141, 242, 3, 169, 102, 141, 243, 3, 169, 1, 141, 244, 3,
76, 13, 8
70 DATA 169, 115, 141, 76, 31, 169, 1, 141, 77, 31, 76, 0, 30
80 DATA 169, 96, 141, 173, 229, 141, 12, 224, 169, 234, 141, 229, 174
90 DATA 141, 230, 174, 141, 231, 174, 76, 0, 160
```

Don't forget to plonk your copy of *Scarabaeus* into the cassette deck first!

SPELLBOUND (Matertronic)

There have been numerous requests for more *Spellbound* tips, so here they are, courtesy of John Baker **from Broadway, near Ilminster in Somerset . . .**

To read the ENGRAVED CANDLE, use the BROKEN GLASS.
Summon ELRAND to the WALL, give him the TRUMPET and command him to help. He will then knock down the wall.
Pick up the lumps of STONE from either side of the wall. Take them to the fourth floor and drop them a few steps away from the Tower. You can now jump over it.
Light the CANDLE to read the ANCIENT SCROLL.
To release GIMBAL the Wizard, perform the CRYSTALLIUM SPECTRALIS spell in his presence.
You will need the BOOK OF RUNES to read the RUNESTONE.
Drop the TELEPORT PAD in the LIFT so you can get to different levels from anywhere.
Go to the PIT on the Ground Floor and summon SAMSUN. Give him the JAVELIN and command him to help. He will place a platform in the middle of the pit.
Get the SHIELD, the ENGRAVED CANDLE, and the FOUR LEAF CLOVER. Summon LADY ROSMAR and drop the clover next to her. Now you can cast the CANDELIUM ILLUMINATUS spell.
Get the CRYSTAL BALL, the PIECE OF BROKEN TALISMAN, and the TUBE OF GLUE. Give FLORIN the talisman and the glue. Command him to help and he will make a MAGICAL TALISMAN. Take it and cast the PROJECT PHYSICAL BODY spell.
NB: you need the WAND OF COMMAND to cast any spell.

GHOSTS 'N' GOBLINS (Elite)

Ta v muchly to all of you who sent in POKEs for *Ghosts 'n' Goblins* — I must have received at least a hundred or so letters detailing how to enter the POKEs printed in issue 17 without resetting the 64. Too many names to mention, unfortunately. Anyway, here's how it's done . . .

Prepare your *Ghost 'n' Goblins* cassette for loading. Type LOAD (RETURN) **and depress the play button. When the READY prompt appeareth, enter these POKEs . . .**

```
POKE 1010,76
POKE 1011,248
POKE 1012,252
```

Now type RUN (RETURN) **to load the first part of the game. When the opportunity arises, enter the following POKEs:**

```
POKE 816,167
POKE 817,2
POKE 2086,248
POKE 2087,252
```

Type SYS 2061 (RETURN) **to load the next part of the game. When the cursor flashes at you, enter these POKEs . . .**

```
POKE 816,167
POKE 817,2
POKE 2086,248
POKE 2087,252
```

Now type SYS 2061 (RETURN) **to load the last part. When the game has finished loading, you can enter the POKEs from issue 17 or any of the following if you so desire . . .**

POKE 7086,23

Pick up a zombie and the computer will take control of your man (the computer thinks the zombie is a key).

Thanks to RAMBO, ZOID **and** DROID **from the Irthlingborough Cracking Service for these POKEs . . .**

POKE 4070,170
to start one screen away from the end of each level after level one

POKE 4070,160
After completing level one you can go where you usually can't (eg: in water or down holes).

SYS 2128 **starts the game.**

ZZAP! TIPS

KANE (Mastertronic)

Well, well, well (bit like the joke about three holes in the ground, really) — some more POKEs from Mike Davies. Having fed your cassette deck a copy of *Kane*, type POKE 43,2:LOAD (RETURN) **and press play. When** ? SYNTAX ERROR **appears, enter the following:**

```
POKE 43,1
70 POKE 749,169:POKE 750,0:POKE 751,141:POKE 752,4:POKE 753,128
80 POKE 754,76:POKE 755,226:POKE 756,252:SYS 695
```

OK, now type RUN (RETURN) **and wait for the rest of the game to load. When the 64 resets, type in these POKEs . . .**

POKE 10696,169:POKE 10697,0:POKE 10698,234
allows you to ride through the horse riding stages, hassle free

POKE 6638,234:POKE 6639,234
gives you infinite arrows on the first screen

SYS 3072 **starts the game.**

BUG BLASTER (Alligata)

More POKEs from Mike Davies. Do the business with your copy of *Bug Blaster*, **then type in this very short listing . . .**

```
1 C=C+1:IF C=1 THEN POKE 157,128:LOAD
2 POKE 977,76:POKE 978,123:POKE 979,227
```

Good. Now type RUN (RETURN) **to load the game. The 64 will reset, allowing you to enter the following:**

POKE 18760,234
for infinite lives

POKE 18464,0
so that only the centipede can kill you

Ker-rikey! SYS 18360 **to start the game.**

MERMAID MADNESS (Electric Dreams)

To be honest, I think you should load *Mermaid Madness* and reset the 64. Uh huh. Yes, I do. You see, you can then enter the following POKEs — which were supplied by Alex Hopcroft from Fazeley, Tamworth, Staffordshire . . .

POKE 17274,169
POKE 17275,0
POKE 17276,234
. . . for infinite energy. To restart the game SYS 16384.

THRUST (Firebird)

To quote BT's Colin Fuidge: 'Blimey O'Riley!' Why? 'Cos Mark and Steve from New Eltham, London have some well-crucial POKEs for Firebird's well-crucial budget game. That's why. Load *Thrust* and reset the 64 so you can enter these POKEs:

POKE 6139,234
POKE 6140,234
POKE 6141,234

Now you can SYS 2304 **to restart the game with infinite lives. Jodson.**

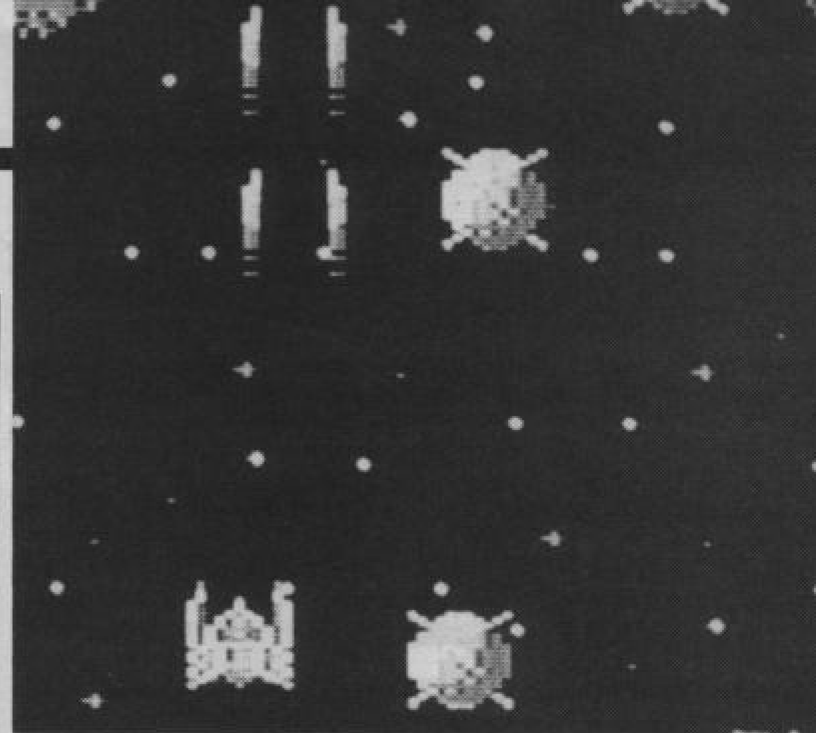
PSI WARRIOR (Beyond)

If you happen to have a copy of *Psi Warrior* lying around, why not lob it in the cassette deck and type in this short listing, as supplied by H Martin Pugh from Pen-y-Maes, Holywell, Clwyd . . .

```
1 SYS 63276:POKE 831,255:POKE 832,2:POKE 783,1:SYS 62828
2 POKE 749,226:POKE 750,252:POKE 770,167:POKE 771,2:POKE 776,167
```

Right. Press play and wait for the game to load and the 64 to reset. Now type in this POKE . . .

POKE 8984,(0-255)
. . . to alter the value of your initial Psi and Id energy. Coo. SYS 12288 **to commence play.**



WARHAWK (Firebird)

How about some POKEs to help make those imaginary high scores a reality? Yeah? OK, load *Warhawk*, reset the 64, then enter these POKEs . . .

POKE 27090,169
POKE 27091,0
POKE 27092,231
for infinite energy

SYS 24604 **to restart the game. Thanks to** Anthony Lees **from Great Harwood, near Blackburn in Lancashire for the above.**

BORED OF THE RINGS (CRL/Delta 4)

An unusual tip from an unusual person . . . The Musical Chair **from Derbyshire discovered that if you load the program SCEPTICAL, situated after part 3 of the adventure on side two, and enter the password ZOB, then you will have umpteen pages of CEEFAX style pages at your disposal. How strange . . .**

SLAMBALL (Americana)

Wierd. Someone called Soapy **(!) from South Shields in Tyne and Wear sent in some nifty POKEs for this neat game. Type** POKE 43,255:LOAD (RETURN) **and press play on the cassette deck (make sure that a copy of *Slamball* is actually in the deck at the time). When the border stops flashing, the game has finished loading, so press RUN/STOP in conjunction with RESTORE. Now you can enter these POKEs . . .**

POKE 43,1
POKE 3245,(number of lives from 0 to 255)

. . . followed by SYS 2066 **to start the game.**

WAR (Martech)

A couple of cheats from the authors of the game, Stoat and Tim. Enter any of the following in the highscore table: GO 159256 **plays an alternative piece of music (name that tune . . .).** CRAZY ! ! **(don't forget the spaces) plays the original high score table music. AND** SINE! **gives you a '&' so you can enter . . .** STOAT&TIM **the cheat mode, which makes you invincible.** SPACESHIP **changes the '&' back to a spaceship. Also, try** KGB **or** JMP FCE2! **for two 'interesting' effects!**

ICUPS (Thor)

Exhume your *ICUPS* tape (what do you mean you didn't bury it!), load it, then reset the 64. Why? Quite simple, really — Alex Hopcroft has some POKEs for you . . .

POKE 3214,234
POKE 3215,169
POKE 3216,0
to stop alien fire killing you on the scrolling game

POKE 45826,234
POKE 45827,169
POKE 45828,0
to stop your energy depleting when the aliens touch you

SYS 2080 to restart the game.



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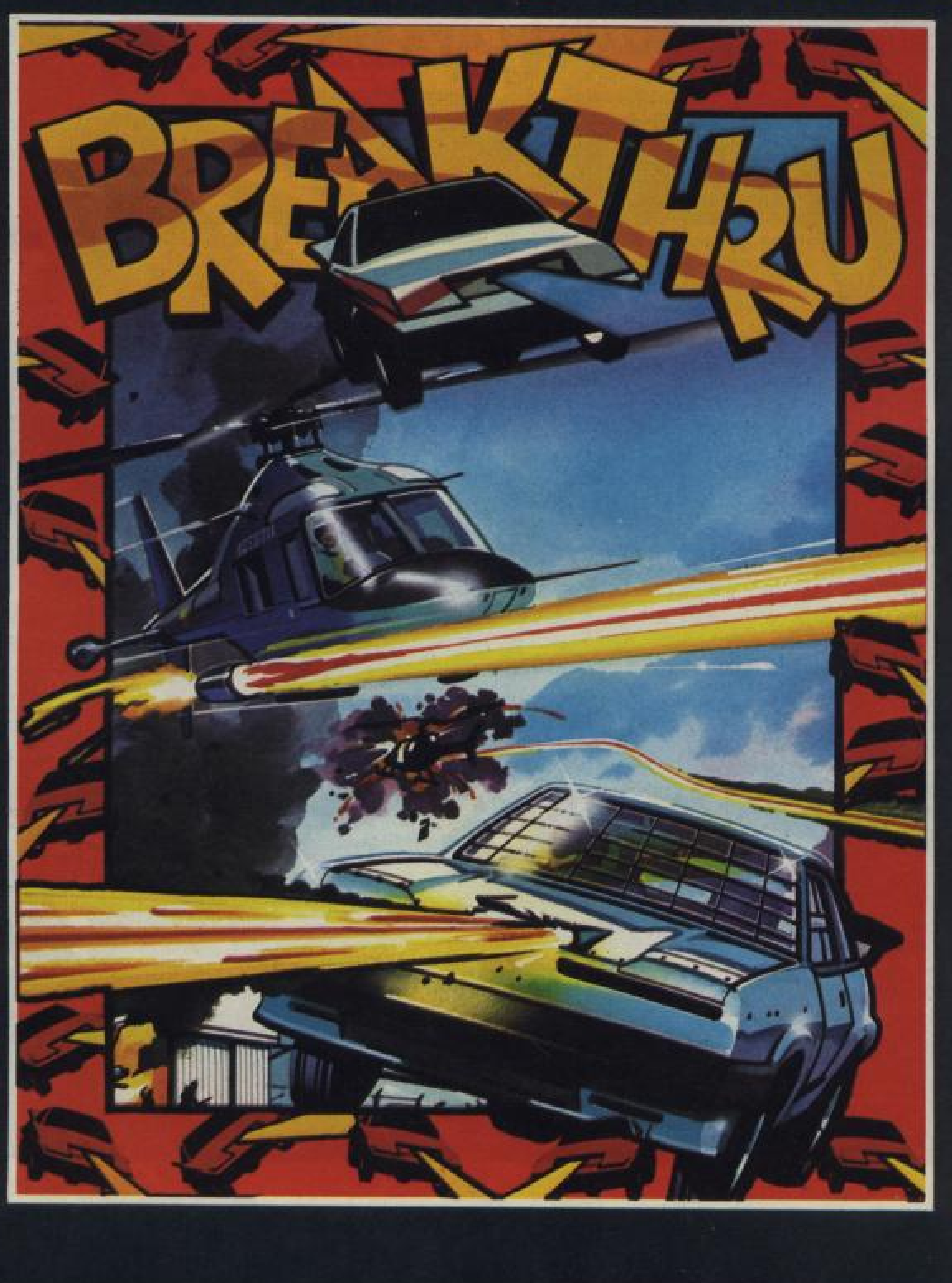
YOUR MISSION – RETRIEVE PK430 YOUR COUNTRIES REVOLUTIONARY FIGHTER...... LOCATION – 400 MILES BEHIND ENEMY LINES...... POSSIBLE ENEMY ARMAMENTS – FLAME THROWERS, HELICOPTERS, TANKS, JEEPS, LANDMINES...... YOUR EQUIPMENT – THE WORLD'S MOST SOPHISTICATED ARMED VEHICLE ...... ENEMY STRONGHOLDS – PRAIRIES, CITIES, MOUNTAINS, AIRFIELDS, BRIDGES...... MISSION STATUS – VITAL...... MISSION CONSEQUENCES – WORLD PEACE...... MISSION OBJECTIVES – YOU MUST......

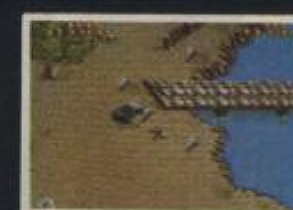


MOUNTAIN

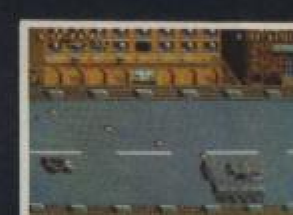


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PARADROID (Hewson)

Thanks to Shaun 'Beav' Jackson, you too can complete *Paradroid* with ease! Yes, here we have the simplest, and best POKEs I've seen for this amazing game. Rewind the cassette (after placing in the cassette deck) and type in SYS 63276 (RETURN). **Now depress the play button and wait for the first part of the game to load. When the opportunity arises, enter this POKE:**

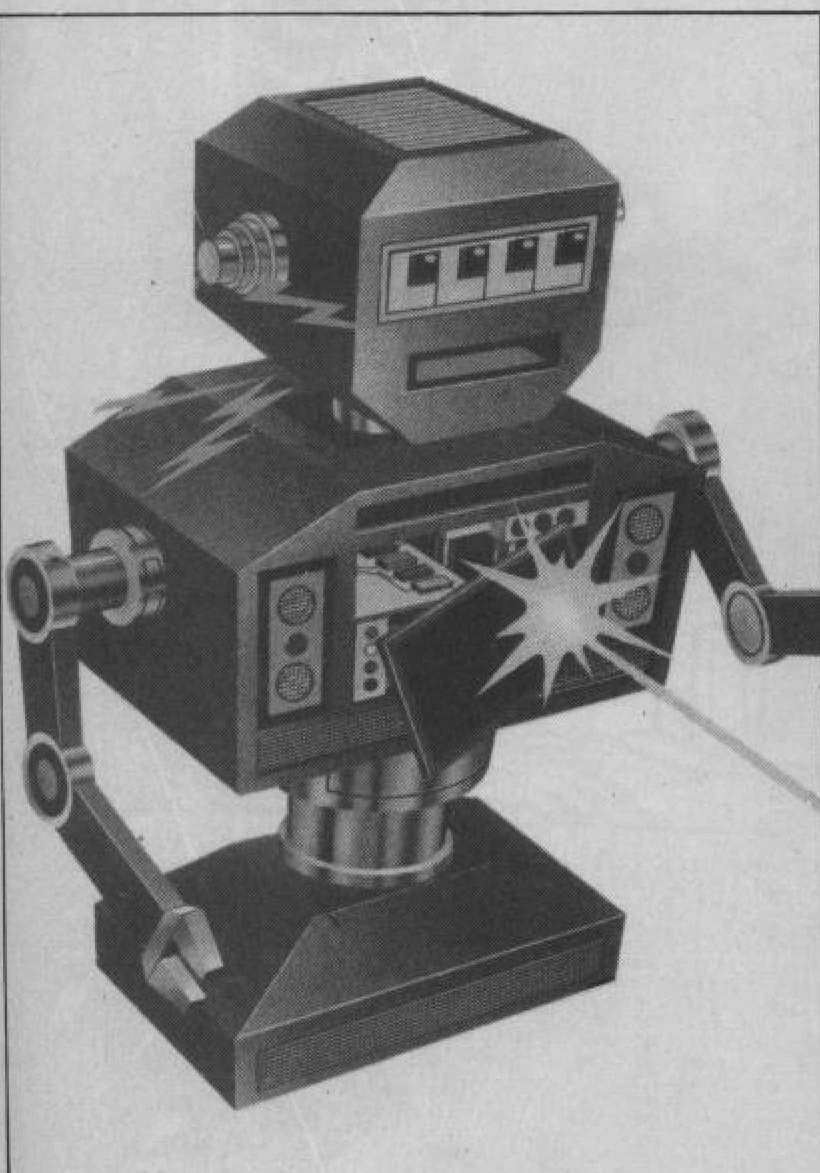
POKE 964,96
SYS 849

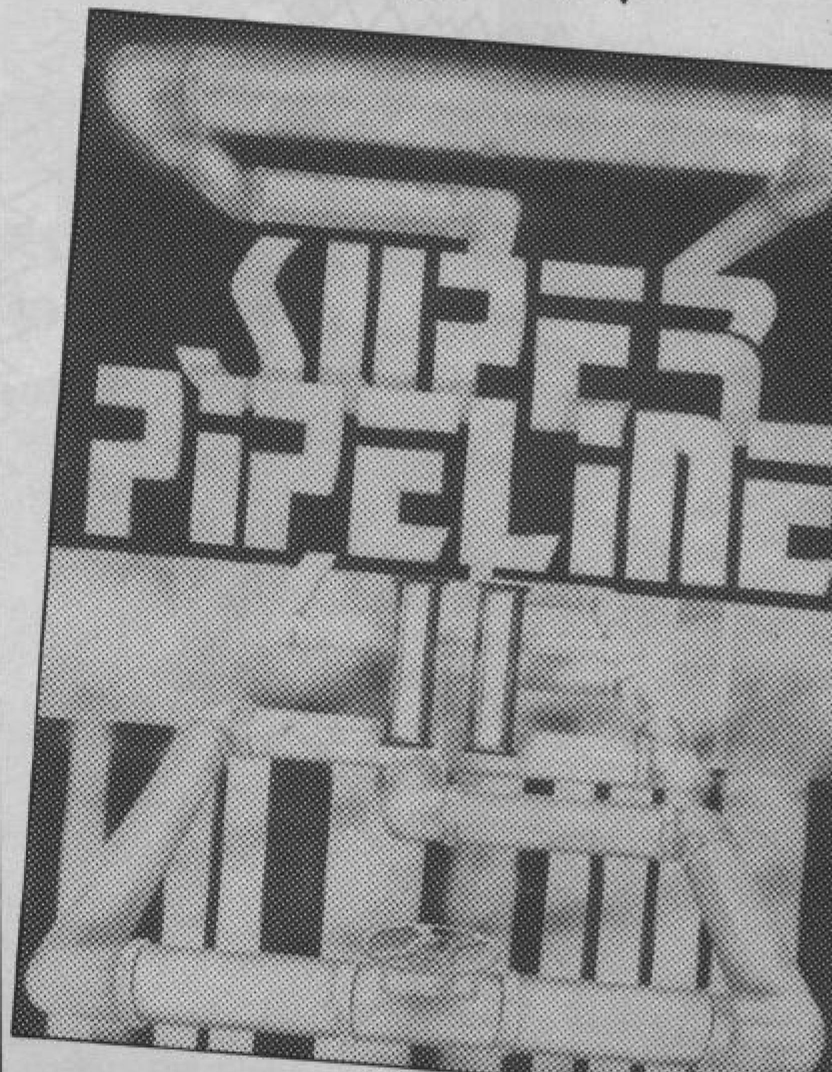
The game will now load. When it has done so, enter these POKEs:

POKE 5182,234:POKE 5183,234
to stop you dying when energy reaches zero

POKE 8659,76:POKE 8660,252:POKE 8661,33
so you will always win transfer game!

SYS 4096 **to start the game.**





SUPER PIPELINE II (Task Set)

Grab a copy of *Super Pipeline II* and stuff it in the cassette deck. Now enter these POKEs . . .

OPEN 1:POKE 783,1:POKE 832,35:POKE 830,34:SYS 62828

'Press play on tape' and wait for the first part of the game to load. Now enter the following:

FOR K=679 TO 767:POKE K,PEEK (K+8192):NEXT
POKE 700,73:POKE 701,167:POKE 702,234:POKE 712,248
POKE 713,252:SYS 682

The computer will reset, allowing you to enter these POKEs . . .

POKE 947,252:POKE 950,248:SYS 849

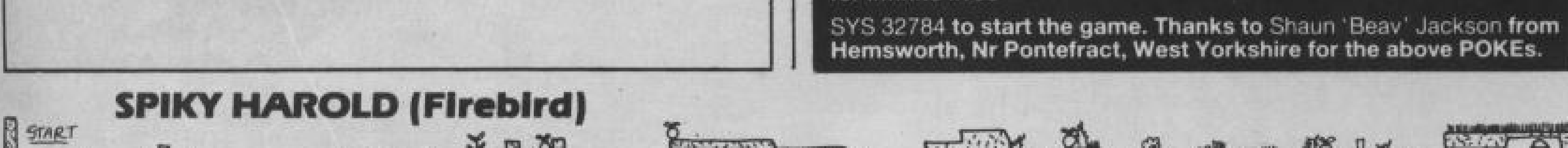
The game will now load. When the READY prompt appears, type in any of the following POKEs . . .

POKE 32943,(number of lives from 0 to 255)

POKE 4907,234:POKE 4908,234:POKE 4909,234
POKE 4930,234:POKE 4931,234:POKE 4921,234
for infinite lives

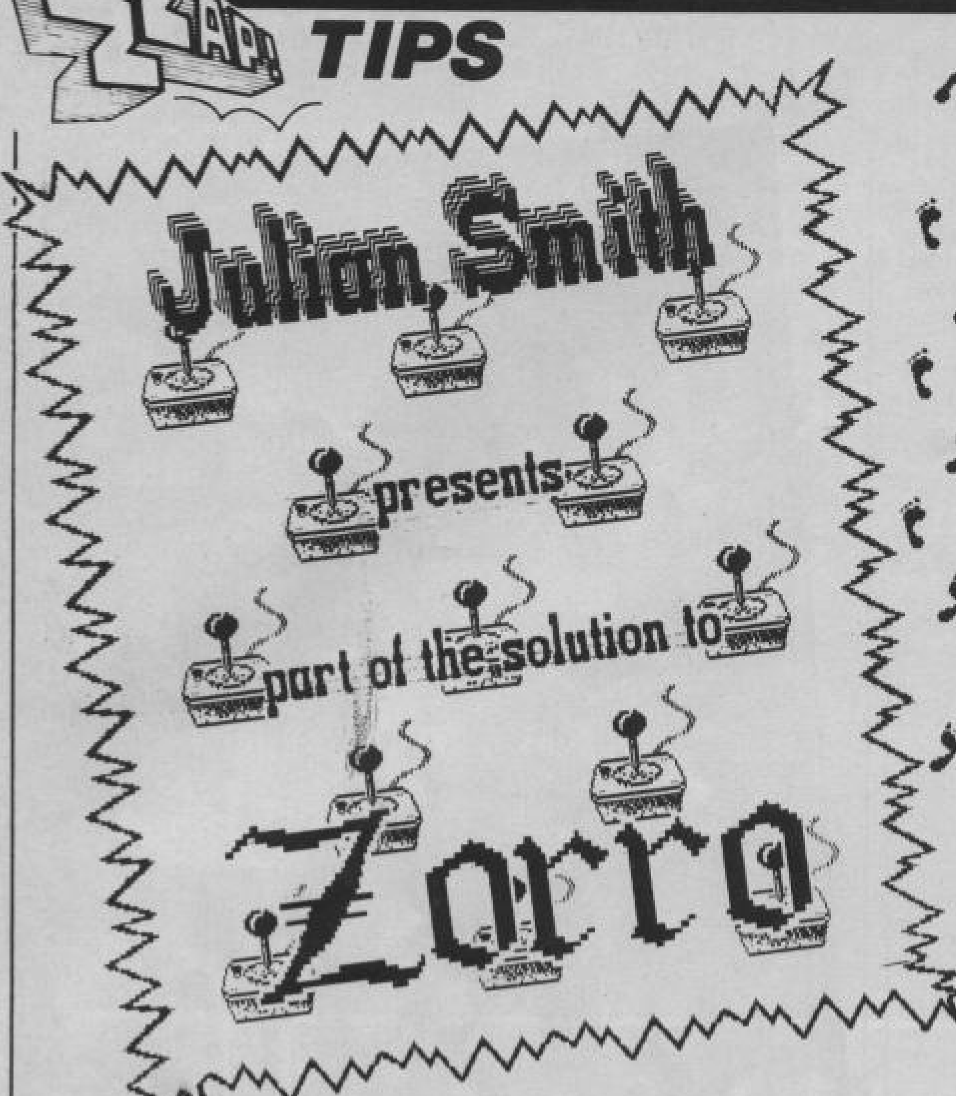
SYS 32784 **to start the game. Thanks to** Shaun 'Beav' Jackson **from Hemsworth, Nr Pontefract, West Yorkshire for the above POKEs.**

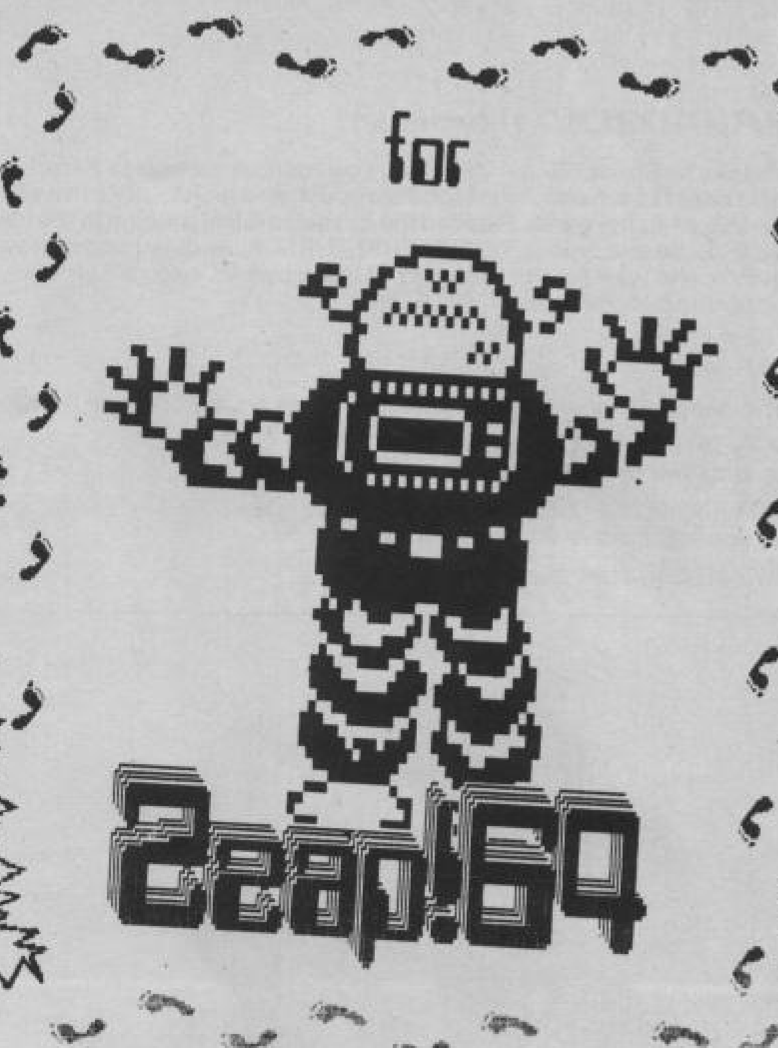
SPIKY HAROLD (Firebird)



Blimey. A map AND some POKEs, the latter from RW Troughton **of Cowling, Keighley, West Yorkshire. Unfortunately, the POKEs can only be entered if you reset your 64 first . . .**

POKE 30605,169
POKE 30606,15
POKE 30607,234
POKE 30608,234
POKE 30609,234
to remove all nasties.





At the start screen collect the
hanky which the fair maiden has
dropped.Go down the well and jump
across the floating balls and onto
the next screen,which has various
lift layouts.Go down this screen and
onto the next.Fall down the bottom of
the screen and bounce on the bottom
most trampoline to gain height and
when you think you are high enough
push the joystick to the right and
youwill land on the ledge.Pick up the
tree in a pot and go left along the
bottom.By using the trampolines and
the hand bars you will make your
way up the screen,until you are on
the screen with the lifts.
Climb up the ladders and touch the
boulder which will roll onto the lift
next to you.
Jump on this and put the tree
down.The lifts will move once more
and you will find an open door near
the flashing Gold Cup.
Return via the well to the start
screen and go right and right
again.You will be on a screen with a
key,bottle and a sofa.Collect the
key,jump on the sofa and use it like
a trampoline to bounce to the right.
Go to the top left of the next screen
and jump left taking you back onto
the screen you had just left.Walk
into the black door and the key will
unlock it.Jump the gaps and pick up
the bottle.Go to the bottom of the
screen and go left,where you should
see a man sitting on the bar.Press
the fire button and you will give him
the bottle and he becomes drunk!

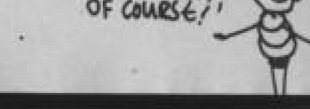
Line yourself up with his feet and
push up on the joystick and you will
gain height as you bounce on his
beer belly,jump left onto the ledge.
Go up the ladder on the left and a
guard will come out of the door jab
him once with your sword and then
push him the rest of the way over
the ledge,he will fall onto the
chandelier which willpull up the
crate leaving a hole in the ground.Go
down this hole and you will be on the
screen with the boulder.Go down the
ladder and pick up the flashing Gold
Cup and climb back up the ladder.
Go right and right again,collect the
key,bounce on the sofa onto the
ledge on the right.Go to the top left
of the next screen as before and
jump left,go through the locked door.

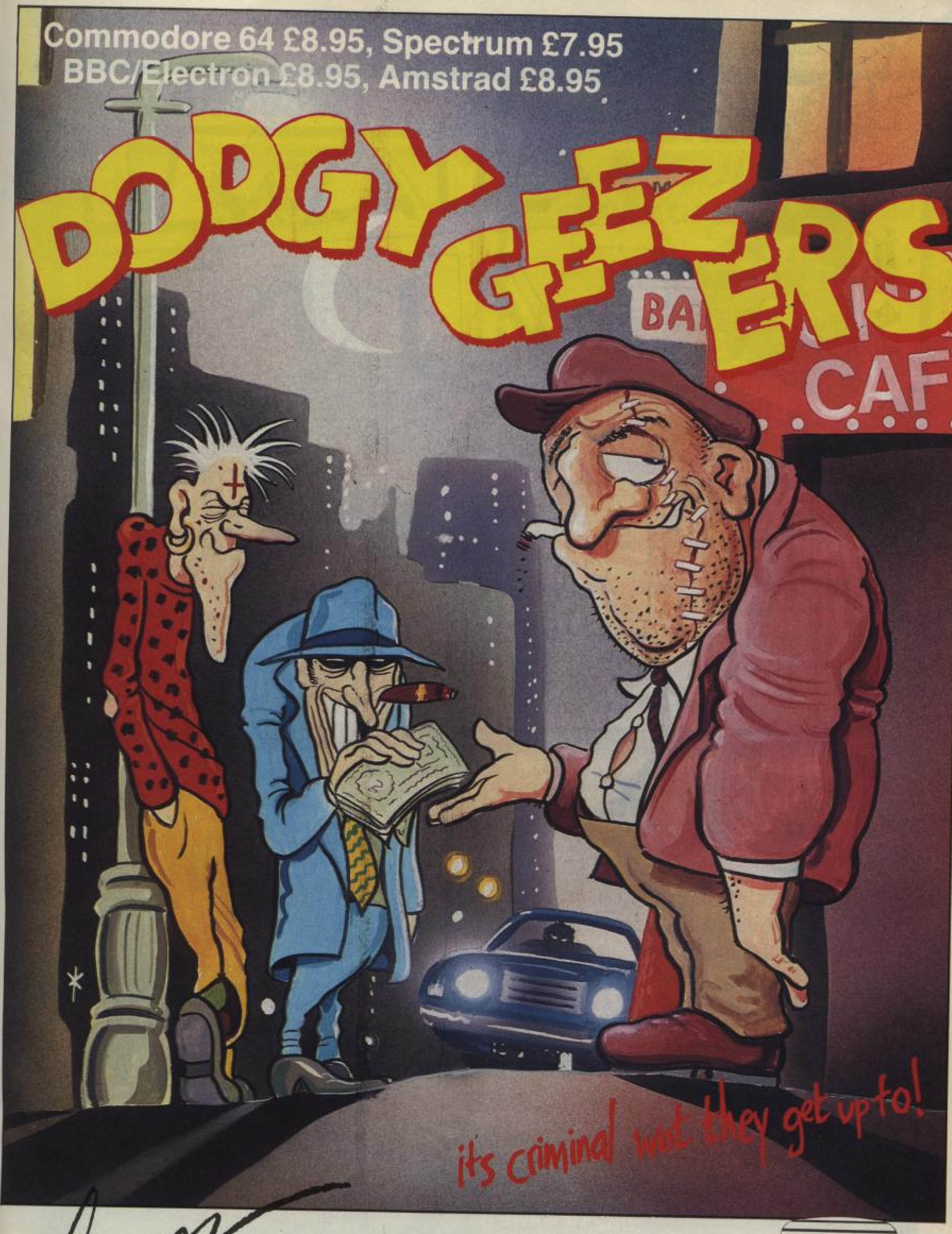
Julian Smith



Where the bottle was there is now a
branding iron.Pick it up and go left
and left and left again until you are
on the start screen.Climb the vine
and go right.Go and place the
branding iron on the forge next to
the bellows,bounce up and down on
the bellows and the fire comes from
the for forge and makes the
branding iron hot(turns it red).Go
and brand the bull and it will go
away.now climb upto the top and
across the top and down the other
side to pick up the flashing object.
Go right and right again.Collect the
key,bounce on the sofa,go right and
yes you guessed it,go top left and
jump left,through the door and there
is now a bell.Pick upthe bell and go
to the screen on the left.At the top
of the screen are two upside down'u's
Go to the top and drop the bell inside
one of the upside down 'u's it willthen
start to ring.If you then go to the
left you will see another bell behind
the door.Collect the key and repeat
the above process,when both bells are
in place at the bottom of the screeen
is a grave which becomes uncovered
with a ladder leading down and on
the screen with the locked door is a
trumpet!

Does anyone know what
to do next ??????????




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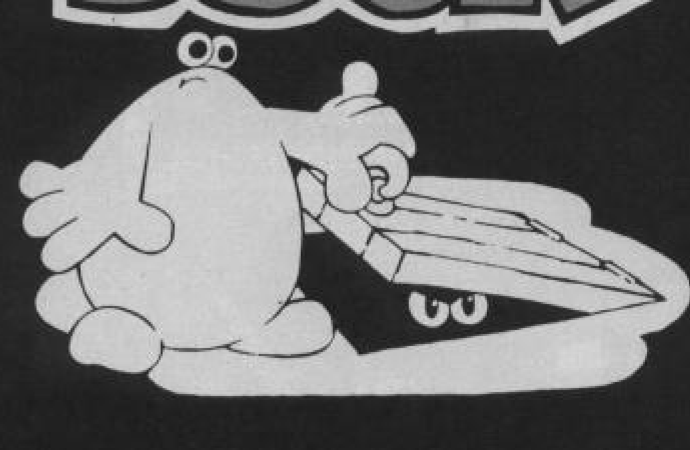
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THE TRAP DOOR



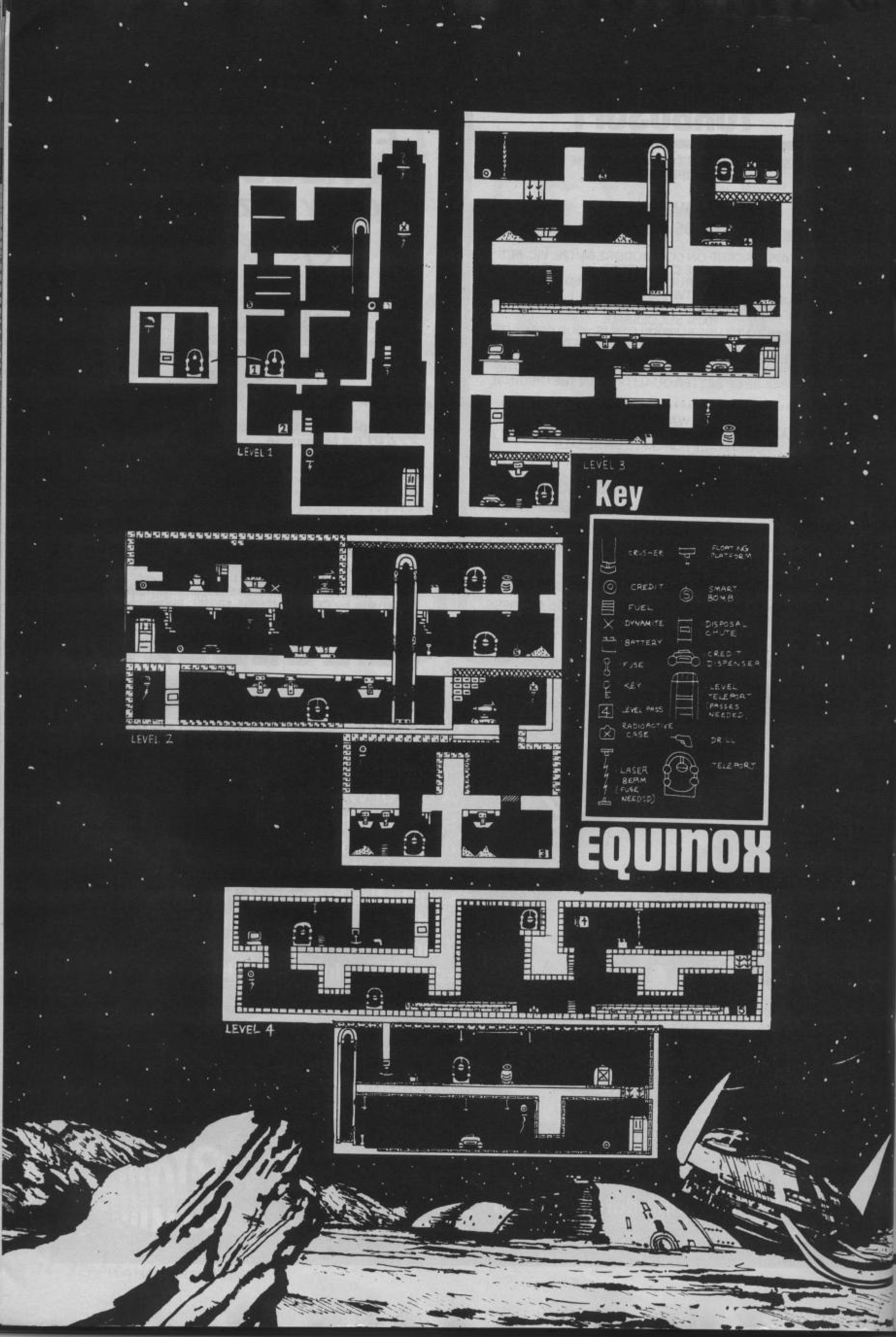
MONSTER MANIA

A can of worms, boiled slimies and eyeball crush are just some of the delicacies demanded by bumbling Berk's bellowing master. Can you satisfy the hunger of 'him upstairs' and resist the temptation to open the Trap Door? For there is always something lurking in the dark waiting to come out . . .

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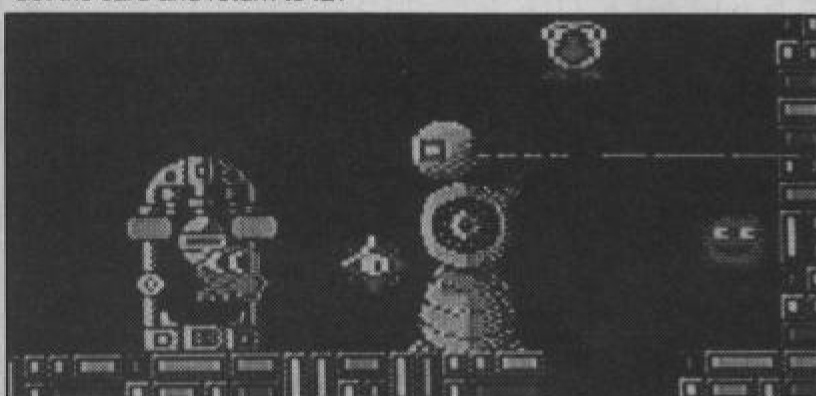
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FUSE
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LEVEL TELEPORT (PASSES NEEDED)
LEVEL PASS
RADIOACTIVE CASE
DRILL
LASER BEAM (FUSE NEEDED)
TELEPORT
LEVEL 1
LEVEL 2
LEVEL 3
LEVEL 4

EQUINOX (Mikro-Gen)

Thanks to D Wright **of Hull, North Humberside for the maps and the following solution to level 4 . . .**

Get the coin from D2, take it to the teleporter at C1 and prime it.
Get the fuse from D0, take it to the teleporter and teleport to A0
Swop the fuse for the fuel and get the drill from A1
Teleport to C1 and use the drill to get the dynamite from C2
Teleport back to A0 and use the dynamite to open the door in B0
Get the coin from B0 and prime the teleporter at B1
Get the fuse from A0 and teleport from B1 to A2
Activate the laser at A3
Get the canister from B2 and put it in the chute at A1
Teleport from B1 to A2
Get the card and return to ILT



PARALLAX (Ocean)

A small tip from me . . .

Enter level three at high speed. Line up your craft with the centre of the moving 'barrier' as it closes. If your timing is good then you should be able to pass straight through when the 'barrier' opens. If not — well, you're dead . . . DON'T attempt to pass straight through the second 'barrier' — wait, then 'line up' and pass through as before.

And some POKEs from Andrew Grifo **of Walkden, Worsley, Nr Manchester . . .**

POKE 63927,96
stops the aliens attacking

POKE 5796,96
knocks out sprite to background collision, but still lets you land and shoot normally

POKE 4283,96
lets you go through the floor

POKE 2696,(0-15)
to change backdrop colour one

POKE 2701,(0-15)
to change backdrop colour two

To restart the game SYS 319, **reset the computer again, and** SYS 319 **again.**

GALAXIBIRDS (Firebird)

At last! The cheat mode they couldn't stop! Thanks to Cuddly Chrix and Jovial Jops . . . On the title screen, simply type in LET ME CHEAT. And you can!

TRAP (Alligata)

Lee Elks **from Peterlee, County Durham found that if you get killed and have an Orb or two, press RESTORE and you will never lose your Orbs again!**

BOUNTY BOB STRIKES BACK (US Gold/Big Five)

An interesting little cheat . . . Enter special code 57502 and press A and F3 together. Start the game and press F to float around the screen!

HACKER (Activision)

A handy time saving manoeuvre . . . Move the SRU one unit above New York City you will find yourself below Barbados. Press U to go up and trade the Jade Carving as usual.

ARCANA (New Generation)

If you're having problems completing this game, how about a helping hand — in the form of some very useful POKEs, courtesy of Mark Hughes **from Birkenhead, Merseyside. Load the game, reset your 64, and enter the following . . .**

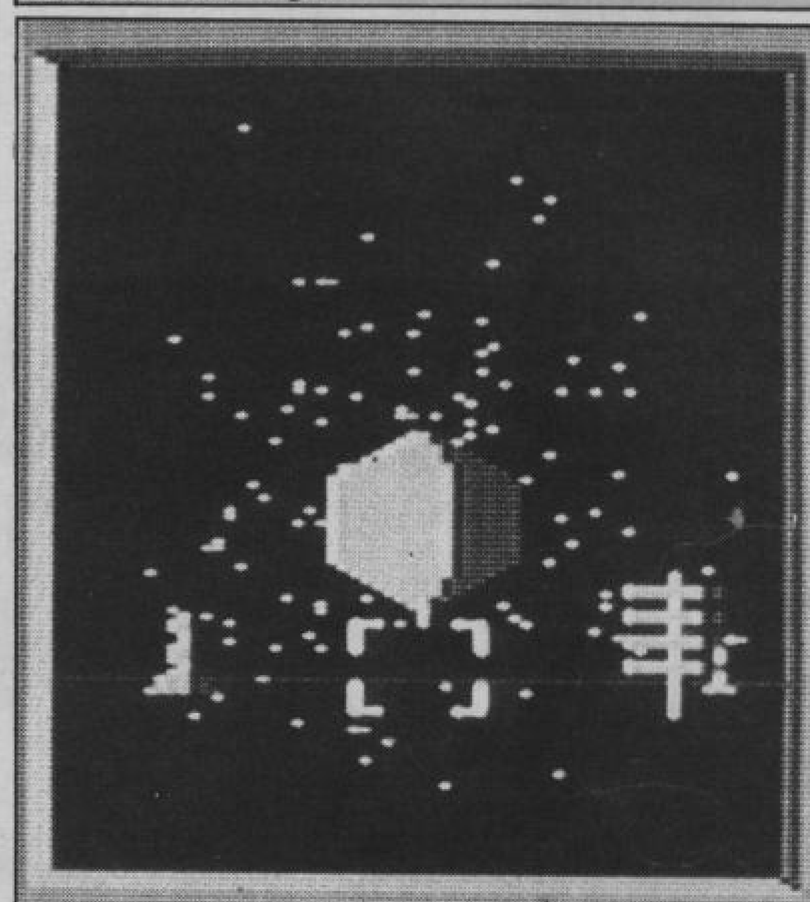
POKE 12933,0
POKE 12934,2
for infinite energy

POKE 28465,76
POKE 28466,70
POKE 28467,10
for infinite time

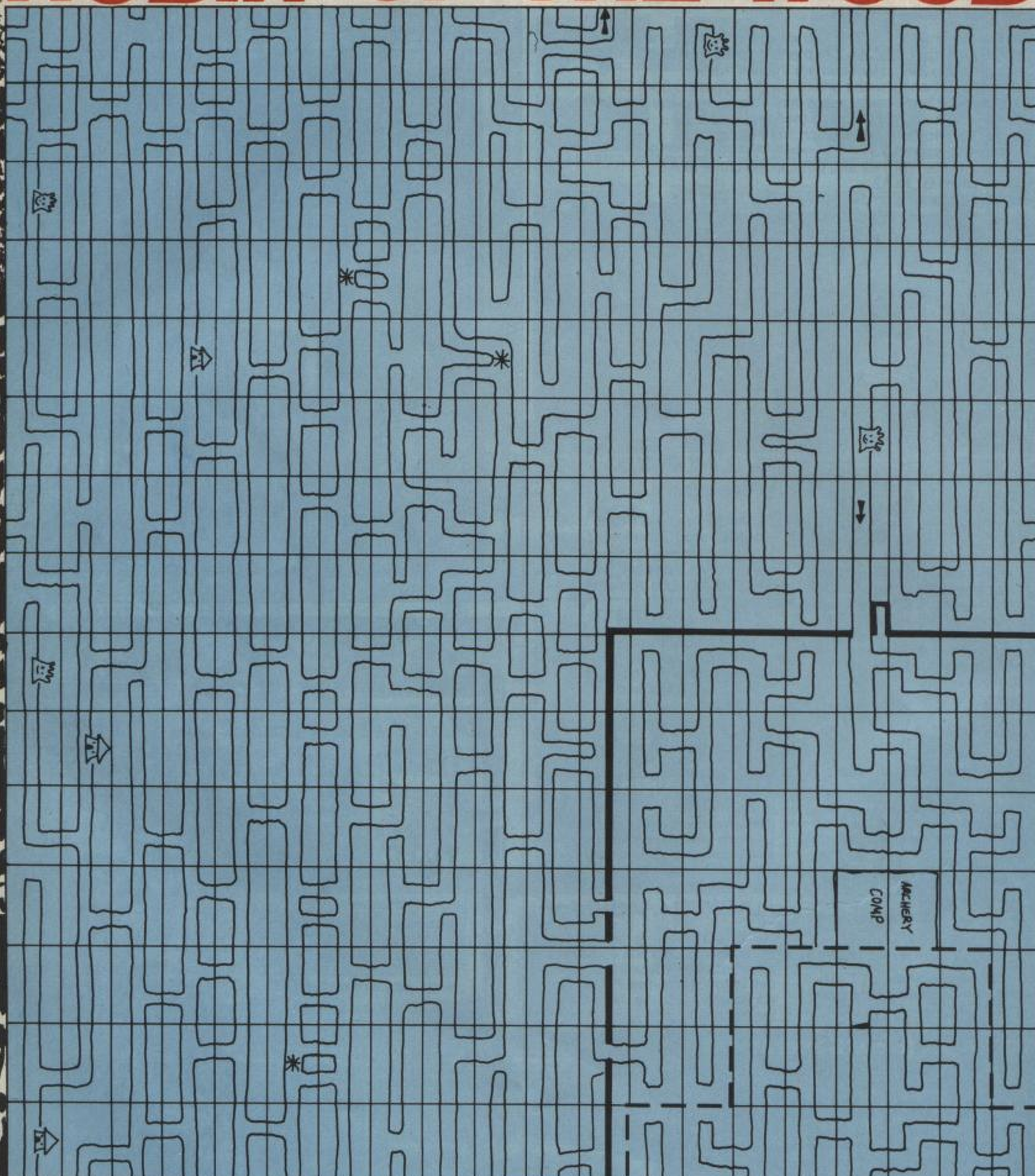
SYS 4096 **to restart the game.**

TAU CETI (CRL)

A bijou tipette from the author, John Twiddy **. . . when docked, type in a few naughty words for an amusing result. Well, HE thought that the result was amusing . . .**



ROBIN OF THE WOOD



▬▬▬ : CASTLE
✱ : POSSIBLE STARTING POINT
(ENT symbol) : POSSIBLE PLACE TO FIND ENT
— — — : DUNGEON
(hut symbol) : POSSIBLE PLACE TO FIND HERMIT HUT
N.B. REMAINDER OF MAP IS <u>FOREST</u>

'A-MAZE-ING!'

Paris for breakfast, Tokyo for lunch and the Golden Gate Bridge for dinner.

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Your choice of Godzilla©. The Glog. A Giant Tarantula. Mechatron Robot. Or others equally unsavory.

What's your favourite city? Paris? Tokyo? New York? London? How about Moscow?

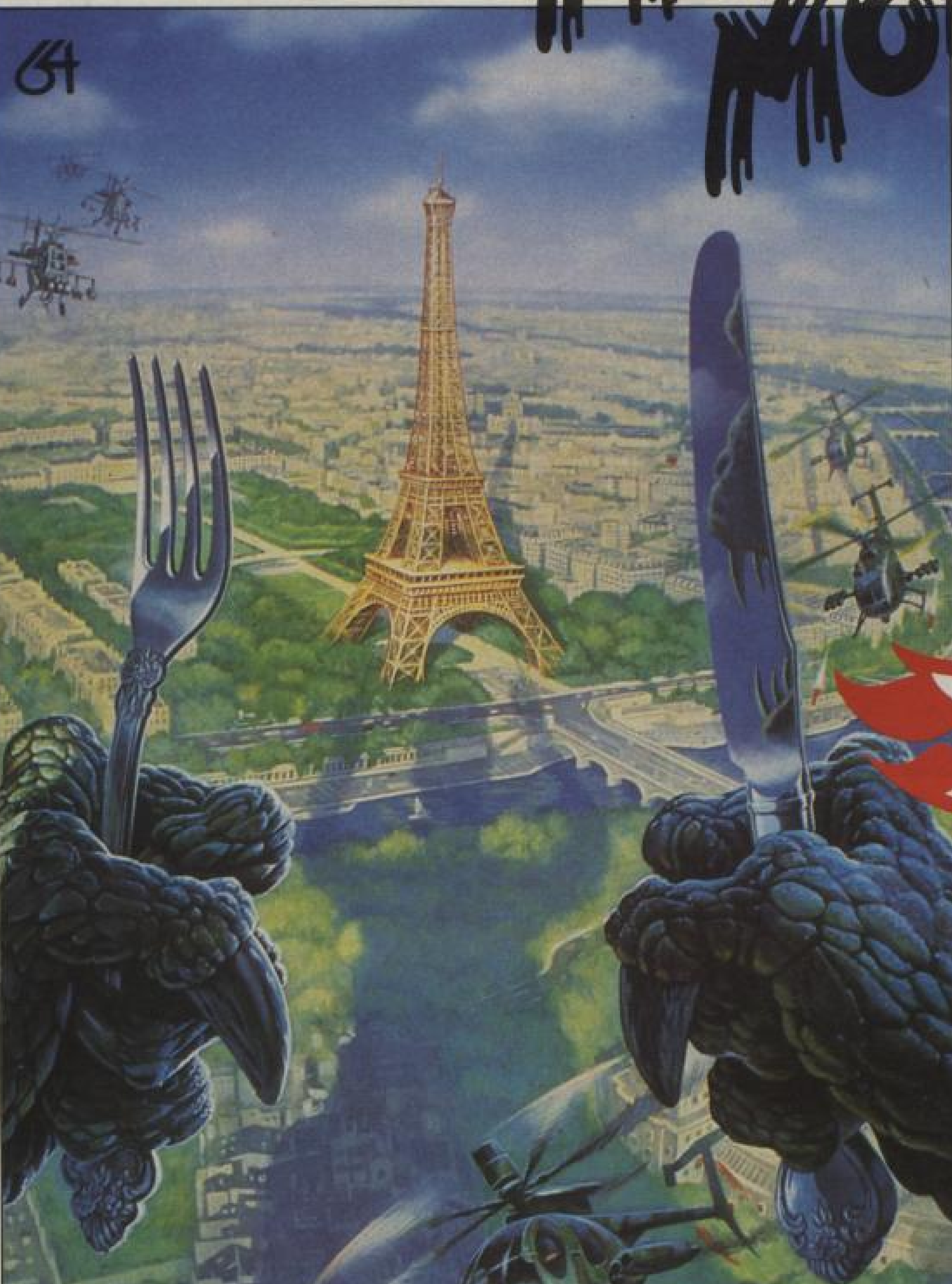
Yeah. A nice little trip to eat the Kremlin would be pleasant. Or how about a daring rescue in the Big Apple. A bold escape near Big Ben. Or just gobbling up the Golden Gate for good.

But don't expect a warm welcome. Expect everything else those pesky humans can throw at you. Tanks. F-111 fighters. Cops. The Army, Navy, Air Force and Marines. Even a nuke now and then.

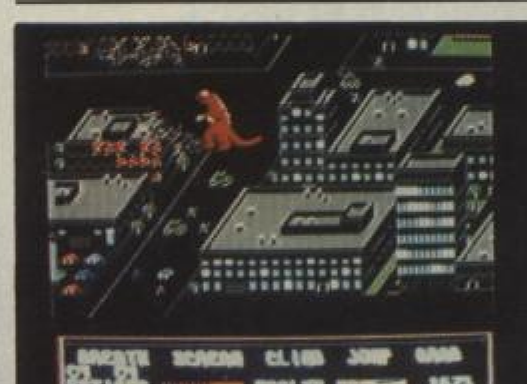
Stop complaining. You know very well you had it coming.

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HUMAN RACE (Mastertronic)

Some more tips from John Baker . . .

On the first screen, press SHIFT and the Commodore key together. The screen will go a bit strange, but now the bird at the top of the screen will keep going off the top of the screen, instead of coming to get you.

On the third screen, go straight for the waterfall as soon as you appear. This way you will miss all the crocodiles.

On the fifth and final screen, keep to the right and sometimes you can just squeeze through objects and the side of the screen, even though it looks as if you can't.

Better still, some POKEs from Mike 'The Werewolf' Davies **of Llandeilo, Dyfed. After shoving your** *Human Race* **cassette into the cassette deck, type in** POKE 43,2:LOAD (RETURN) **and depress the play button. Wait for the first part of the game to load, and when** ? SYNTAX ERROR **appears, enter the following:**

```
POKE 43,1
110 IF F=10 THEN POKE 5023,234:POKE 5024,234:SYS 3700
```

Now type RUN (RETURN) **to load and run the rest of the game with infinite lives into the bargain.**

EXCALIBA (Mastertronic)

A few more useful POKEs from Tim **and** Ian Fraser **. . . Carefully slip your copy of** ***Excaliba*** **into the cassette deck and rewind it. Type in** POKE 43,200:LOAD (RETURN) **and 'press play on tape'. When the first part of the game has loaded, enter the following:**

```
POKE 43,1:POKE 808,237
80 IF F=7 THEN SYS 64760
```

Now type RUN (RETURN) **to load the rest of the game. When the 64 resets, enter theses POKEs . . .**

```
POKE 26583,165:POKE 26614,165:POKE 26595,165:POKE
26623,165:POKE 26676,96
```

. . . followed by SYS 7105 **to start the game with infinite time and lives.**

IRIDIS ALPHA (Hewson)

A couple of cheats from Jeffrey himself . . .

Press F1 during the demo mode to take control of the ship. Also, get a score of over 68,000 and enter a yak's head as the first character of your name to see what happens at the end of the game.

Oh, and something I found out by accident . . .

During the game, press F1 to pause BUT DON'T LET GO! Now, you can move Gilby along the surface of the planet without being harmed by any of the static aliens!

FREAK FACTORY (Firebird)

Load your copy of *Freaky Factory*, **reset the 64, then type in the following POKEs, as supplied by** Tim **and** Ian Fraser **from Ruislip, Middlesex . . .**

```
POKE 25671,173:POKE 25685,173:POKE 40275,173:SYS 16384
```

to start the game with infinite energy!

KORONIS RIFT (Activision)

Alan Smith — I LOVE YOU! (Well, not really — it's just that this is his third set of cool POKEs, and I'm really impressed — please keep it up, Alan). Cram your *Koronis Rift* **cassette into the 'deck' and type in this listing . . .**

```
0 REM INVINCIBILITY POKES FOR KORONIS RIFT
1 REM BY ALAN SMITH
10 A=320
20 FOR T=0 TO 64:READ Z
30 POKE A+T,Z:S=S+Z:NEXT
35 IF S<>6483 THEN PRINT "ERROR IN DATA":END
40 PRINT CHR$(147)
50 PRINT "INSERT KORONIS RIFT TAPE THEN PRESS A KEY"
60 GET A$:IF A$="" THEN 60
70 SYS 320
80 DATA 169, 1, 170, 160, 0, 32, 186, 255
90 DATA 169, 0, 32, 189, 255, 162, 1, 160, 8, 32, 213, 255
100 DATA 169, 76, 141, 242, 3, 169, 102, 141, 243, 3, 169, 1, 141, 244,
3, 76, 13, 8
110 DATA 169, 1, 141, 26, 23, 169, 114, 141, 29, 23, 76, 0, 23
120 DATA 169, 234, 141, 62, 8, 141, 63, 8, 141, 64, 8, 76, 32, 8
```

Done that? Well done. Now type in RUN (RETURN) **to load and run the game — with a difference!**

EXPERT ADVICE . . .

FOR USERS OF TRILOGIC'S EXPERT CARTRIDGE

Well, after the big success of last months tips, may I say a big thanks to all those who wrote to me at the wrong address. The address should have been 137 Stonefall Avenue **and not 139 Stonefall Avenue as stated.**

I say wrote to me **because Jim has decided to concentrate more on his education. So from now on I'll be writing the column on my own (sob, sob). So may I say thanks to Jim for the help.**

Anyway, let's get on with this months dose of cheats . . .



MIAMI VICE (OCEAN)

Tubs and Crocket don't live up to their TV roles in this game. Have a bash at these cheats to sort that out.



Infinite energy . . .

At step 3 type:
D 23F2.
Alter the line to read:
., 23F2 EA EA EA STA $0AE6,Y (RETURN twice)
Step 4 as normal

Disable sprite to sprite collision . . .

At step 3 type:
D 0EEA.
Alter the line to read:
., 0EEA EA EA EA LDA $D01F (RETURN twice)
Step 4 as normal

Disable sprite to background collision . . .

At step 3 type:
D 26FB.
Alter the line to read:
., 26FB A9 00 EA LDA $D01E (RETURN twice)
4) As normal.

Now go ahead and catch the crooks . . .

ARCANA (NEW GENERATION)

This game is impossible to complete as it stands. Enter these cheats to walk around without fear . . .

Infinite energy . . .

1) Load the EXPERT with V1.7/2.7
2) Load and run the game as normal. When the game has fully loaded, tap the RESTORE key lightly. The monitor prompt will now appear.
3) Type:
D 3293. (not forgetting the full stop!)
Change the line to read:
., 3293 EA EA EA DEC$ 2242 (RETURN twice)
Now type:
D 3299. (RETURN)
Alter the line to read:
., 329F EA EA EA DEC$ 2243 (RETURN twice)
Finally, type:
D 329F.
Alter the line to read:
., 329F EA EA EA DEC$ 2244 (RETURN twice)
4) Now type R (RETURN) or add more given cheats if there are any.

Unlimited time . . .

At step 3 type:
D 6F87.
Alter the line to read:
., 6F87 EA EA EA DEC$ 6FB4 (RETURN twice)
Now type:
D 6F8D.
Alter the line to read:
., 6F8D EA EA EA DEC$ 6FB5 (RETURN twice)
Finally, type:
D 6F93.
Alter the line to read:
., 6F93 EA EA EA DEC$ 6F93 (RETURN twice)
See step 4

SPLIT PERSONALITIES (Domark)

Stephen Kay **from Stalybridge, Cheshire wrote to say:** 'Upon reading your review for the EXPERT cartridge, I immediately bought one at the Commodore Show, UMIST, Manchester.

By using the cartridge, I have been able to find a few POKEs for the game *Split Personalities* by Domark.

1) Load the game, having v1.7/2.7 installed.
2) Press RESTORE.
3) Use any of the appropriate commands below, and then press R (RETURN).

Select Level
F 40D7 40D7 (value from 00 to 09)
Extra Lives
F 40DC 40DC (value from 00 to FF)
Infinite Lives
M 1B79 1B79
Change the numbers to:
1B79 EA EA EA 20 E9 48 A9 00



NOMAD (OCEAN)

Increasing the lives . . .

At step 3 type:
D 1466.
Alter the line to read:
., 1466 E6 14 DEC $14 (RETURN twice)
4) As normal.

Alter speed of nomad sprite . . .

At step 3 type:
D 1289.
Alter the line to read:
., 1289 C9 04 CMP+$04 (RETURN twice)
4) As normal.

The first '04' in the above line can be changed from any hexidecimal number between 00 (very fast!) and FF (extremely slow).

Speed up the faces when killed . . .

At step 3 type:
D 14B0.
Alter the line to read:
., 14B0 EA DEY (RETURN twice)
4) As normal.

ICUPS (THOR)

Infinite lives . . .

At step 3 type:
D 093D.
Alter the line to read:
., 093D EA EA DEC $09 (RETURN twice)
4) As normal.

Level 4 . . .
Level 4? It's just for those weirdos somewhere in this world who can't get off levels 1-3.

At step 3 type:
D 0A7D.
Alter the line to read:
., 0A7D EA EA EA CMP $0A83 (RETURN twice)
4) As normal.

EQUINOX (MIKRO GEN)

Infinite lives . . .

At step 3 type:
D 34F8.
Alter the line to read:
., 34F8 EA EA DEC $19 (RETURN twice)
4) As normal.

HOODOO VOODOO (BUG BYTE)

Infinite lives . . .

At step 3 type:
D 4965.
Alter the line to read:
., 4965 EA EA EA DEC $9D14 (RETURN twice)
4) As normal.

GREEN BERET (OCEAN)

This is probably the best cheat I've ever produced. Pity nobody sent it in as the sender would have most certainly won a prize!

Removing armed soldiers . . .

1) Load the EXPERT with v1.8/2.8
2) LOAD and RUN the game as normal. When the game has loaded tap the RESTORE key lightly and the monitor prompt will appear.
3) Type:
D 210D.
Alter the line to read:
., 210D A0 04 LDY#$00 (RETURN twice)
4) As normal.

Well it looks like we've reached the end with this month's cheats. Keep the letters flowing into the following address: TAZ, c/o THE EXPERT USER CLUB, 137 STONEFALL AVENUE, HARROGATE HG2 7NS.

Make sure to buy the next issue of ZZAP! The EXPERT ADVICE column will include cheats for ***Dragons Lair, Knight Rider, Mission AD, Iridis Alpha,*** **and many more . . .**

Can I just say a quick hi to: Stoat & Tim, J & J, Psy, Graham, Ian, Denis, Roy & Co, and last but not least Gary Penn for actually talking to me on the phone! See you next month.

TAZ

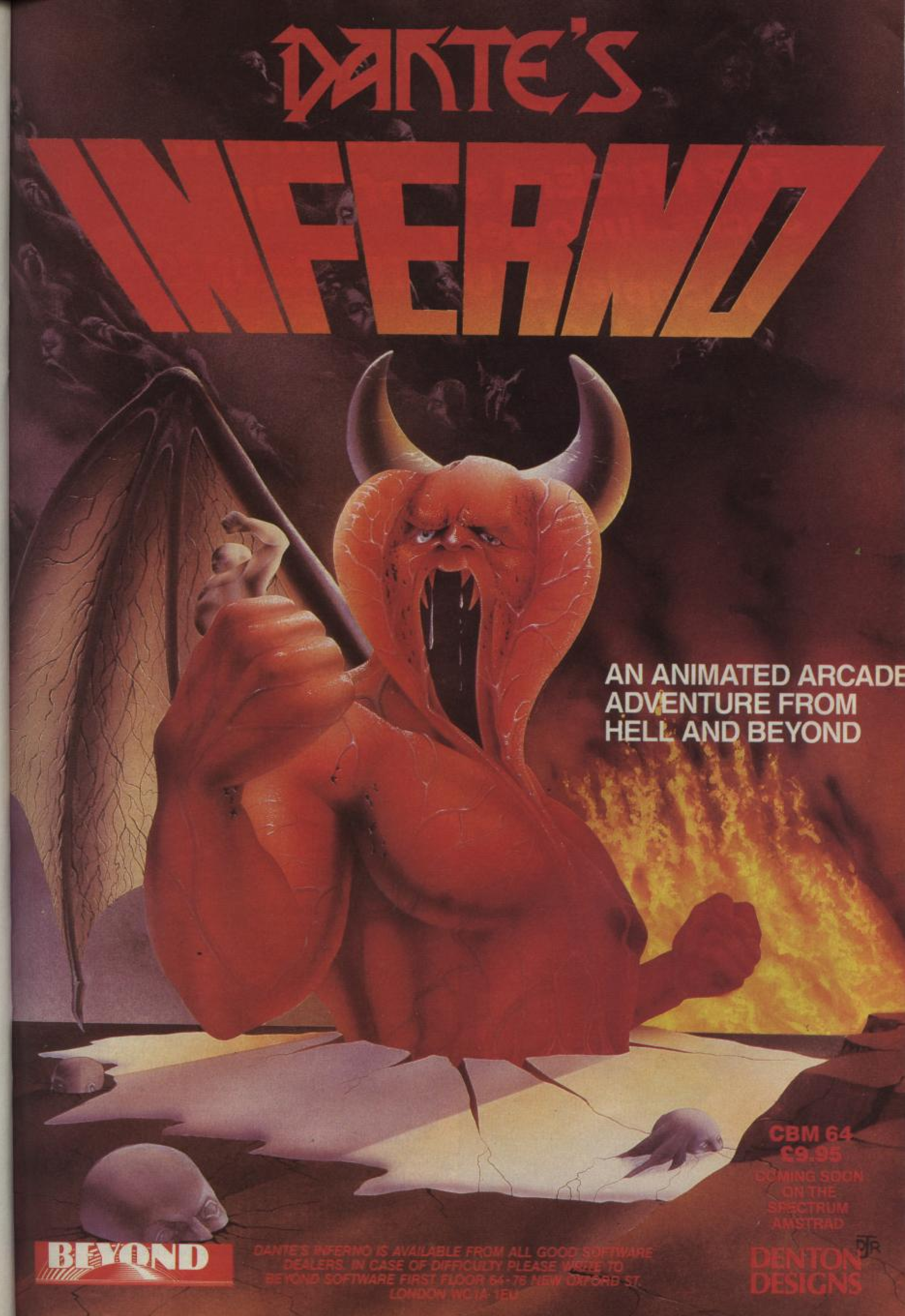
. . . yes, I am serious. Next month Mr Rignall will be taking over the tips (which should please some of you). You see, it's proving too tiring and time consuming for me to maintain this section, mainly due to other editorial commitments, so I'm handing over the tips to Riggers. Sad (for me), but true.

So I guess it's goodbye.

But before I go for the last time, I'd just like to say a huge, enormous great 'thank you' to everyone who helped make Gary Penn's Playing Tips such a lively and popular section to read. Especially Tim **and** Ian Fraser, Gary Saunders, Trolly, Alan Smith . . . **and anyone else who sent in tips and POKEs regularly. In fact, thanks to everyone who sent in tips, maps, hints and POKEs. Keep it up. I've always enjoyed writing this column. Hopefully, you've always enjoyed reading it.**

Bye . . .





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E	I	A	T	T	A	C	K	E	B	L	P
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O	L	E	H	Z	X	Y	B	Q	J	F	P
W	L	V	C	G	F	T	U	I	F	G	I
A	X	I	U	H	B	Q	P	C	O	N	N

NAME ....

ADDRESS ....

....

.... POST CODE ....

Things have not been too good down at ZZAP towers recently. The foolish five, **PENN, RIGNALL, EDDY, MASTERSON** and **SUMNER** have been really getting to grips with **MARTECH**'s latest offering, **UCHI MATA.** Although this may appear perfectly harmless, life hasn't been too easy for yours truly. They've been getting to grips with me . . .

You see, O loyal Minion followers, they will insist on experimenting and trying out their **KARATE** moves on my weak and fragile body. Scrunch! as my delicate form lands on yet another pile of unopened post on the ZZAP! office floor; Whammo! as I am hurled into yet another heap of empty, week-old coffee cups; Splatter! as I'm hurled into the middle of an overflowing waste paper bin. Good job the place is so messy, or I'd really get hurt. . . .

Who do they think I am? **BRIAN JACKS** or something? It's just not fair: why should I suffer from the attacking attentions of the odious crew? Well, I've just about had enough of asking all these questions and more than enough of being hurled around the shop. I'm off to the local **JUDO** class to get myself into **SHAPE** and then I'll potter back to the Towers, **ATTACK** the spiky haired ones and **BREAK** their scrawny necks! I will have my revenge!

ZZAP! COMP

Fancy getting in a bit of Judo training eh? Here's your chance. We have a complete Brian Jacks Judo outfit to give away as first prize, and there are thirty runner-up prizes on offer as well — copies of MARTECH's new judo game, *Uchi Mata*. All you have to do is to look for the words printed in bold in the Minion's sob story, find them in the wordsquare, ring them in ink, complete the coupon and then fight your way down to the postbox. Send your entry to the **BIFF BASH COMP, ZZAP!, PO Box 10, Ludlow, Shropshire SY8 1DB.**

Entries must arrive by 14th November and if you're one of the lucky people whose entry is drawn from Girly Penn's Pet Black Hole, then you'll be able to go biff, bash, boppity bop all by yourself with a complimentary copy of *Uchi Mata*. Should your all-correct entry be first out of the Black Hole, then you'll be getting a posho judo suit as well as a copy of the game . . .

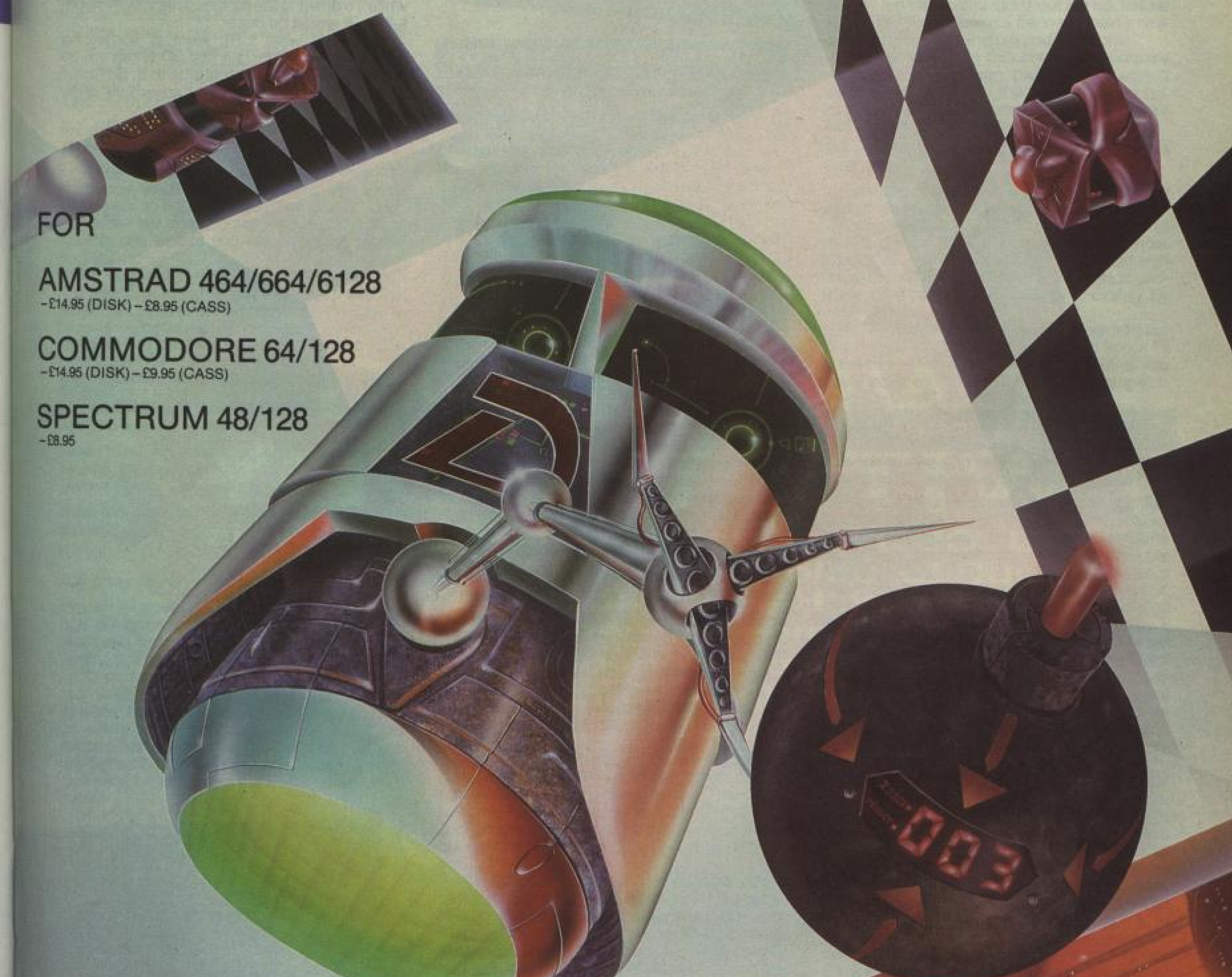
'UCHI WHAT? IT'S ALL VIOLENCE TO ME!'

OUT NOW!

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DEACTIVATORS

Clear the Gravitational Research Institute of bombs with your Deactivator Droids and repair the computer. Watch out for robot guards and make use of the different gravities in each room in this Arcade Action program with Strategy Elements.

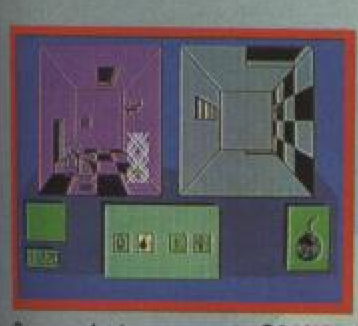


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Screen shot represents C64/128 version

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TWIDDLING WITH TWIDDY

TAU CETI programmer John Twiddy is about to unleash his ATTACK ON CENTRALIS. He talks about this and sounds off generally about arcade conversions and TV tie-ins. Gary Penn lends a bruised but sympathetic ear.

Let's begin with the obvious question: how did you get started?

I was doing my A levels and had to do a fill-in course, so I decided to do computer studies. That was the first time I actually got my hands on a computer — a University mainframe. I was in there every night, plaguing teachers to let me play on it.

The first home computer I got was a Pet 2001, one of the old ones, and I wrote noughts and crosses games on that. I had the Pet for about three years then I moved from that to the 64. I would have got a Vic, but it seemed to be no real advance over the Pet — it had colours, but I couldn't stand the small screen.

Would you say you had a natural aptitude for programming?

Yes, I'm very logical — all my friends keep saying so. I found things very easy in the computer studies class when the others didn't seem to. That's as far as programming goes. When it comes to graphics and sound, I'm a non-starter. I've got no idea at all.

So do you consider yourself a competent programmer?

I would like to think that all the programs I write are very efficient. I mean, nothing seems too hard to do — I look at a program and I say whether I think it's possible or impossible, and I don't even attempt to write the things that I think are impossible. Sometime later I see a program by someone else and I think 'oh, I didn't think you could do that'.

So you wouldn't bother to attempt something like *Space Harrier*?

Yes, that's right. I wouldn't. The arcade game seems to rely too much upon speed and miraculous graphics. And then there's the hydraulics . . .

TALKING TAU CETI

Do you admire any particular programs?

One program I've always admired is Paul Woakes' *Encounter*. When I first saw that I was amazed by the speed. That was one of the programs which I would say you had no chance of writing. There's so much moving and it moves so fast.

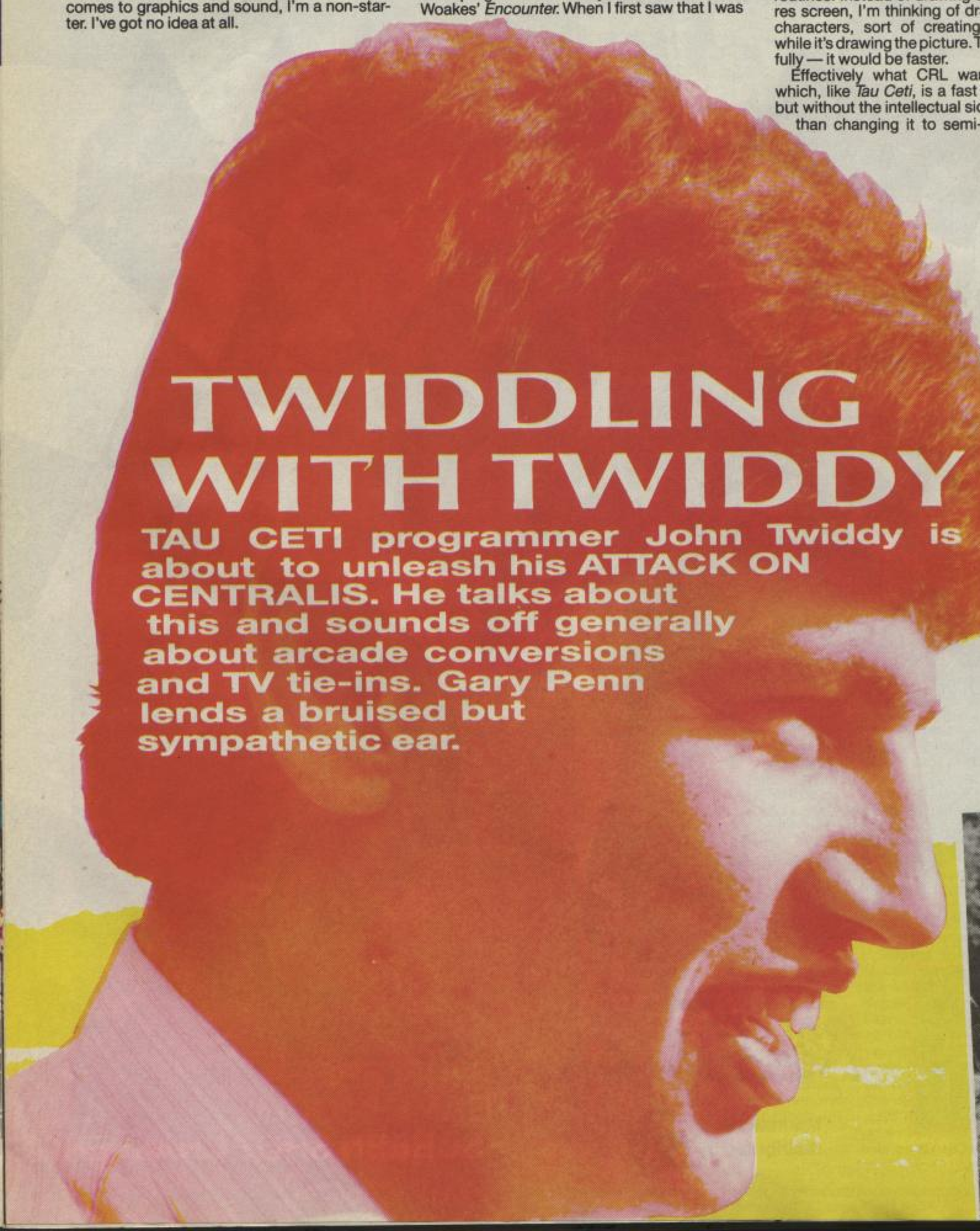
The graphics in *Tau Ceti* were along similar lines . . .

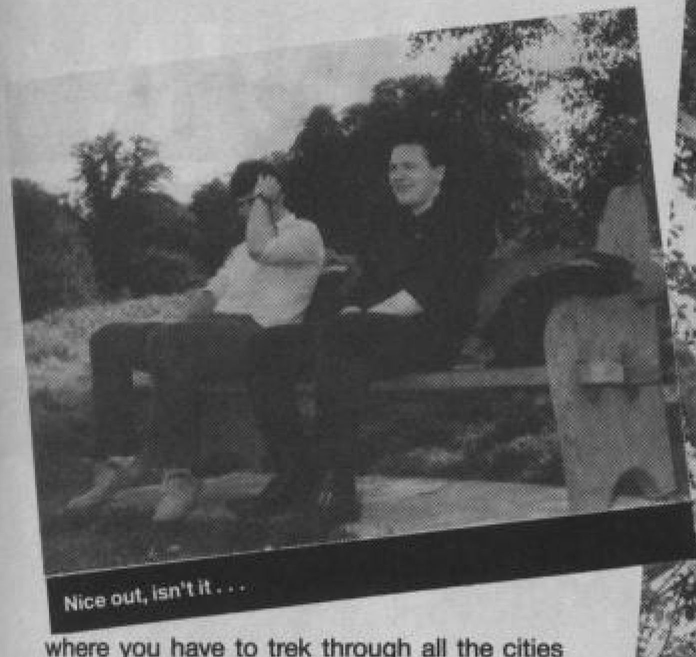
Yes, I suppose so — I look at it differently, because I wrote it, so I know how I got past the speed problem. It seems acceptable, it seems a reasonable speed to me. It's not terribly fast but then it's doing a lot of different things. *Encounter* doesn't have a lot of different shapes and sizes — in *Tau Ceti* I had to actually calculate the sizes.

Would you be interested in writing, say, an Encounter II?

I wouldn't mind. In about a month's time I'm supposed to be writing the follow up to *Tau Ceti*, *Attack on Centralis*, and for that I was considering changing certain drawing routines. Instead of drawing objects on a high res screen, I'm thinking of drawing them with characters, sort of creating the characters while it's drawing the picture. That way — hopefully — it would be faster.

Effectively what CRL want is something which, like *Tau Ceti*, is a fast 3D shoot em up but without the intellectual side to it. So rather than changing it to semi-adventure style,



Nice out, isn't it . . .



John and Gary discuss a new branch of computer programming . . .



John Twiddy, bushed after a harrowing interview with Gary Penn.

where you have to trek through all the cities finding objects, you'll instead spend most of your time solving little puzzles, mechanical puzzles. Let's say, you might have to go round and shoot the appropriate alien to progress to a certain sector. That sort of thing.

It'll be faster, I'll cut down what the program's got to think about, remove the section where you have to type things into the program to get information — I'll basically change it into a good shoot em up.

So, effectively, you'll have an *Encounter* game with more to it?

Yes, but obviously it won't be as fast as *Encounter* because the machine will have more work to do — but yes, that sort of idea. It'll be divided into sectors, with a little puzzle in each one before you can progress to the next sector.

The idea is that you've turned off the reactor and deactivated the robots in *Tau Ceti*, and the planet has been taken over by pirates — space bandits — because the defences have been knocked out. So you now have to clear the central city, Centralis, of the baddies.

GETTING PERSONAL

Are you a good gamesplayer?

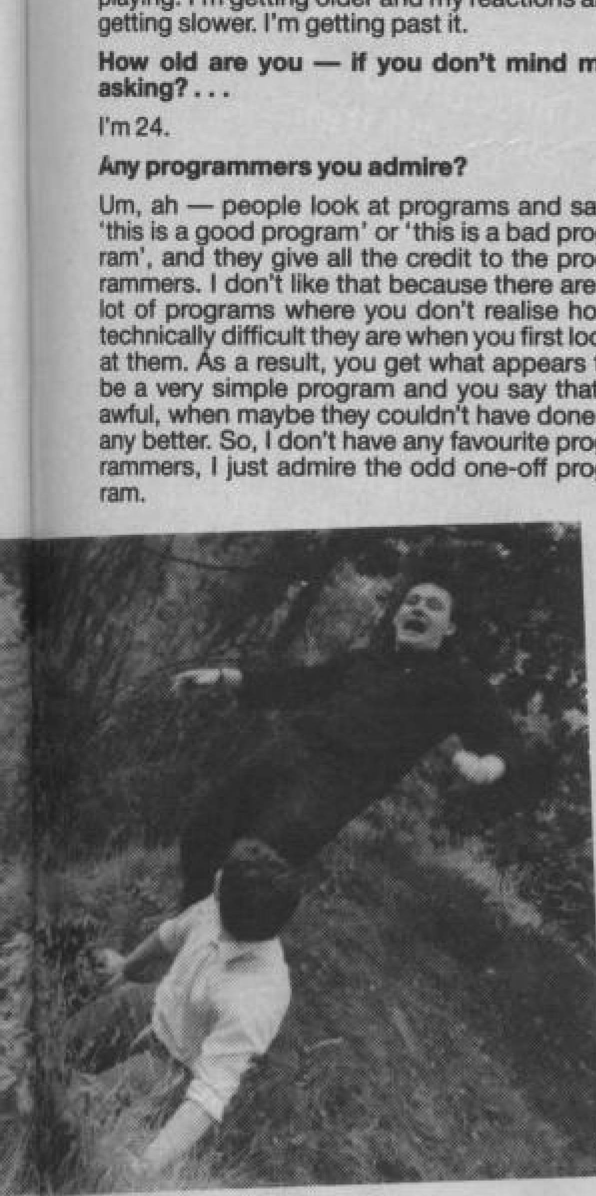
I used to be. Now, I'm programming more than playing. I'm getting older and my reactions are getting slower. I'm getting past it.

How old are you — if you don't mind me asking? . . .

I'm 24.

Any programmers you admire?

Um, ah — people look at programs and say: 'this is a good program' or 'this is a bad program', and they give all the credit to the programmers. I don't like that because there are a lot of programs where you don't realise how technically difficult they are when you first look at them. As a result, you get what appears to be a very simple program and you say that's awful, when maybe they couldn't have done it any better. So, I don't have any favourite programmers, I just admire the odd one-off program.



LOOKING INTO THE FUTURE

What are you working on now?

I'm working for Elite doing the 64 version of *Ikari Warriors*. That should, hopefully, be finished in four or five weeks. I rather like it — *Tau Ceti* was OK, but I prefer a more action packed game, a good shoot em up, I suppose. *Ikari Warriors* has that — mindless violence, you just go around shooting soldiers. I hope to make a good a job of this — a competent conversion.

And what of the future?

After the Elite project I'm doing *Attack on Centralis* for CRL, and then something for Thalamus — I don't know what, yet. I've just finished their loading system to stop all those pirates out there nicking my program.

To be honest, *Tau Ceti* was, I suppose, my big break. I'd done a lot of programming before, mostly business stuff for the Amstrad — word processors, databases, that sort of thing. The pay is low — compared to games — and there's no recognition from the public at all. *Tau Ceti* was a big hit on the Amstrad and Spectrum, so the 64 version received good coverage and got my name known.

TALKING RUBBISH

What are your feelings on software tie-ins?

I think buying up the licence for every arcade game that's going, whether it's good or bad, whether it can be converted or not, is stupid. If I see an advert for a new game that's coming out — some super-duper new arcade game, or even a TV tie-in — I automatically switch off, thinking 'it's going to be rubbish'. I won't even look at it.

Most of them are relying on the name. OK, sometimes there are good programs, but on the whole most people only buy the game because of the name. A kid might think a *Star Trek* program is going to be good because they get the chance to play Captain Kirk, their hero, but . . .

Good arcade games should be converted if possible. But take a game like *Space Harrier* — I don't think that's worth converting, because if it's going to be a bloody good product, it'll have to be so different to make it playable. It's not going to be the same game at all. I don't see why they should call it *Space Harrier* because it won't be.

What do you think of the state of the computer industry as a whole?

It's changed drastically over the past couple of years — the quality of the software has improved. But it goes through phases where everyone wants some new ideas. There were a hell of a lot of programs that came out based on new ideas, which were absolutely useless programs because the gameplay was useless. They got good reviews because they were new, they weren't the same old shoot em up. But so what? It's the difference between being new and useless and being old and functional.

The use of the 64 has been tremendously expanded. A year ago people were saying we're using the 64 to the full. Now, you get more and more features, more and more efficient programs coming out.

Do you think the 64 will ever be used to the full?

No, you can always find a more sophisticated way of doing something. Obviously, for a particular type of program, you may be using it to its fullest then. Maybe if programs were more integrated — if music actually interacted with the game, rather than being just a single soundtrack or merely sound effects activated by pressing fire.

I'd like to see something a bit more interactive — how people will do that I don't know, I'll leave that to someone else. But no, I think you could carry on for years. Whether the popularity of the 64 will decline, I don't know.

ARCADE MADNESS

Are there any games for which you would like to write, say, an arcade conversion?

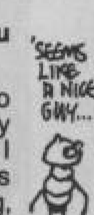
Marble Madness is a game I've always wanted to write. I started doing it on my own, without anyone backing me, but then *Tau Ceti* came up. CRL originally contacted me to do a *Marble Madness* clone for them, but then it turned out that there were lots of other clones coming out, so they dropped that idea and I did *Tau Ceti* instead.

I would have loved to have written *Marble Madness*. There are a few versions out which I think are not too good, they don't reproduce the excitement involved. There are so many people who like the arcade game, and a lot more could be done with it. Six levels just aren't enough. The version I was writing had multi-directional scrolling and more levels.

Going back to what we were saying earlier about today's games, nowadays people seem to be going for games where you have to beat the machine, whereas before, when *Space Invaders* and others came out, the idea was just to keep going, and it got faster and harder and you got a score. Nowadays the games seem to have objectives. It's how far you can get through it, and whether you're going to finish it or not. I prefer this type of game. It's something to aim for. When you've got a *Space Invaders* type game, which is just sheet after sheet after sheet, it's simply 'I've got to the 37th sheet' — wow!

Before you go: what would you do if you didn't program?

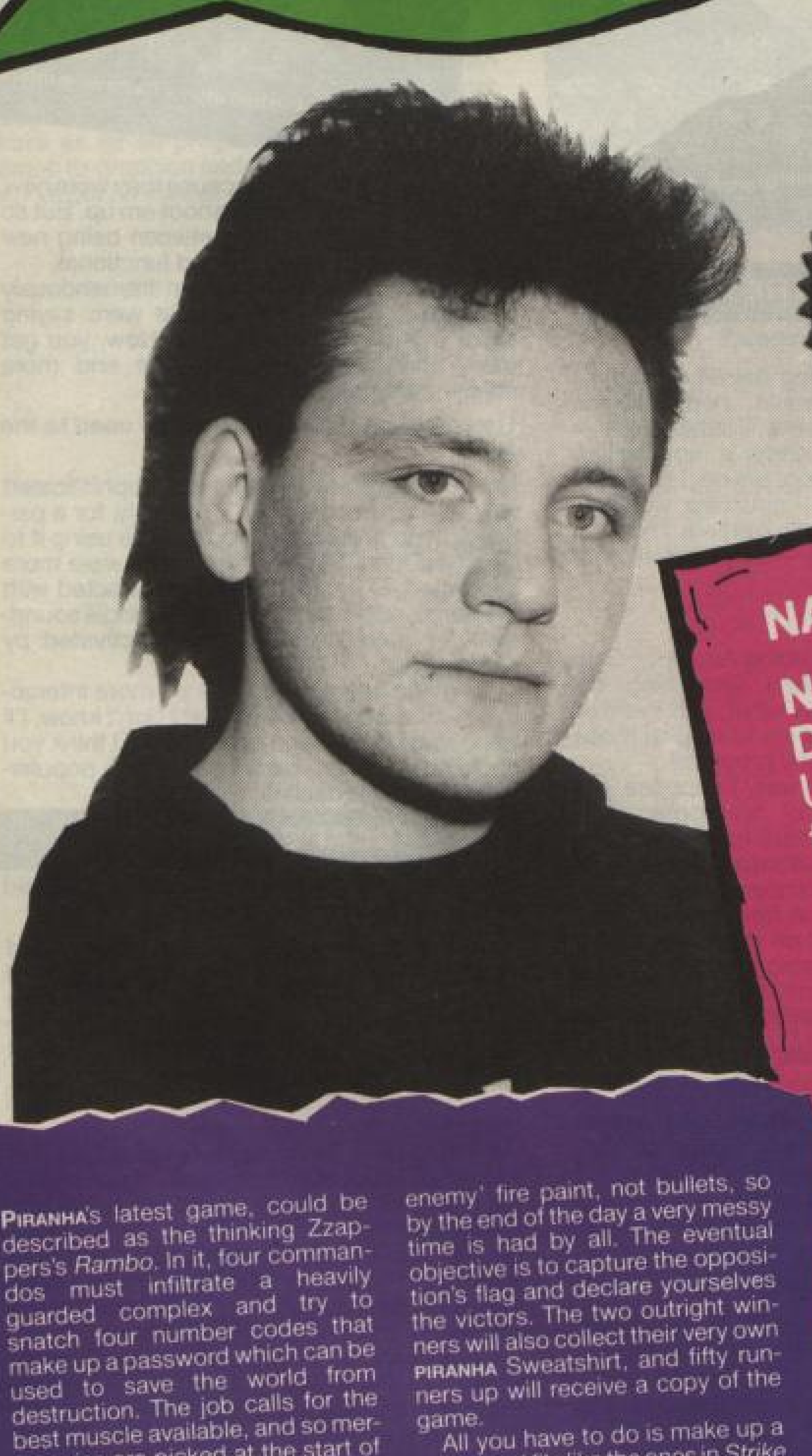
Erm, well . . . I'm interested in electronics, so I'd like to work within the electronics industry — more digital than radios and the like. But if I wasn't even allowed to stay in the electronics field . . . I don't know what I'd do. I like driving, so I can almost imagine myself being a long distance lorry driver . . .



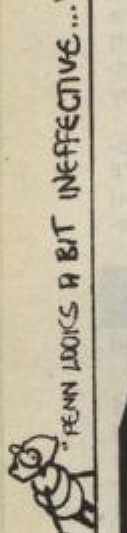
THE AMAZING . . . BANG..BANG..SPLOT.. YOU'RE DEAD COMP !

WIN A
SOLD

(With s







NAME: Colonel Gary 'the fink' Penn
NATIONALITY: British (only just)
DATE AND PLACE OF BIRTH: Unknown — Thought to be around the turn of the century, Outer Mongolia.
HEIGHT: 5ft 11ins barefoot, 6ft 2in with hair spiked.
DRY WEIGHT: 14 big ones
WET WEIGHT: Difficult to ascertain as he kept falling off the scales.
WAR WOUNDS: Took a round in his local three years ago — hasn't bought one since.
SPECIFIC GRAVITY: 1080
BACKGROUND: Started life as a clump of spiky hair, found on the Mongolian mountainside, grew downwards. Was taken into the secret service where he was a spy and kept his ear to the ground but left after he kept having his face walked over. Presently serving as ballast for the good ship ZZAP! until further help arrives.

PIRANHA's latest game, could be described as the thinking Zzappers's *Rambo*. In it, four commandos must infiltrate a heavily guarded complex and try to snatch four number codes that make up a password which can be used to save the world from destruction. The job calls for the best muscle available, and so mercenaries are picked at the start of the game from a list of named personnel files. Four fighters make up *Strike Force Cobra*.

To mark the launch of the game, PIRANHA are offering the chance of a lifetime to a couple of ZZAP! readers. Two winners will get the chance to spend a day playing Combat Zone — but not on a computer — in a real life combat area shooting the opposition. If dear reader, this seems a little risky, fret not, for no blood is lost in this conflict. The guns used to shoot at 'the enemy' fire paint, not bullets, so by the end of the day a very messy time is had by all. The eventual objective is to capture the opposition's flag and declare yourselves the victors. The two outright winners will also collect their very own PIRANHA Sweatshirt, and fifty runners up will receive a copy of the game.

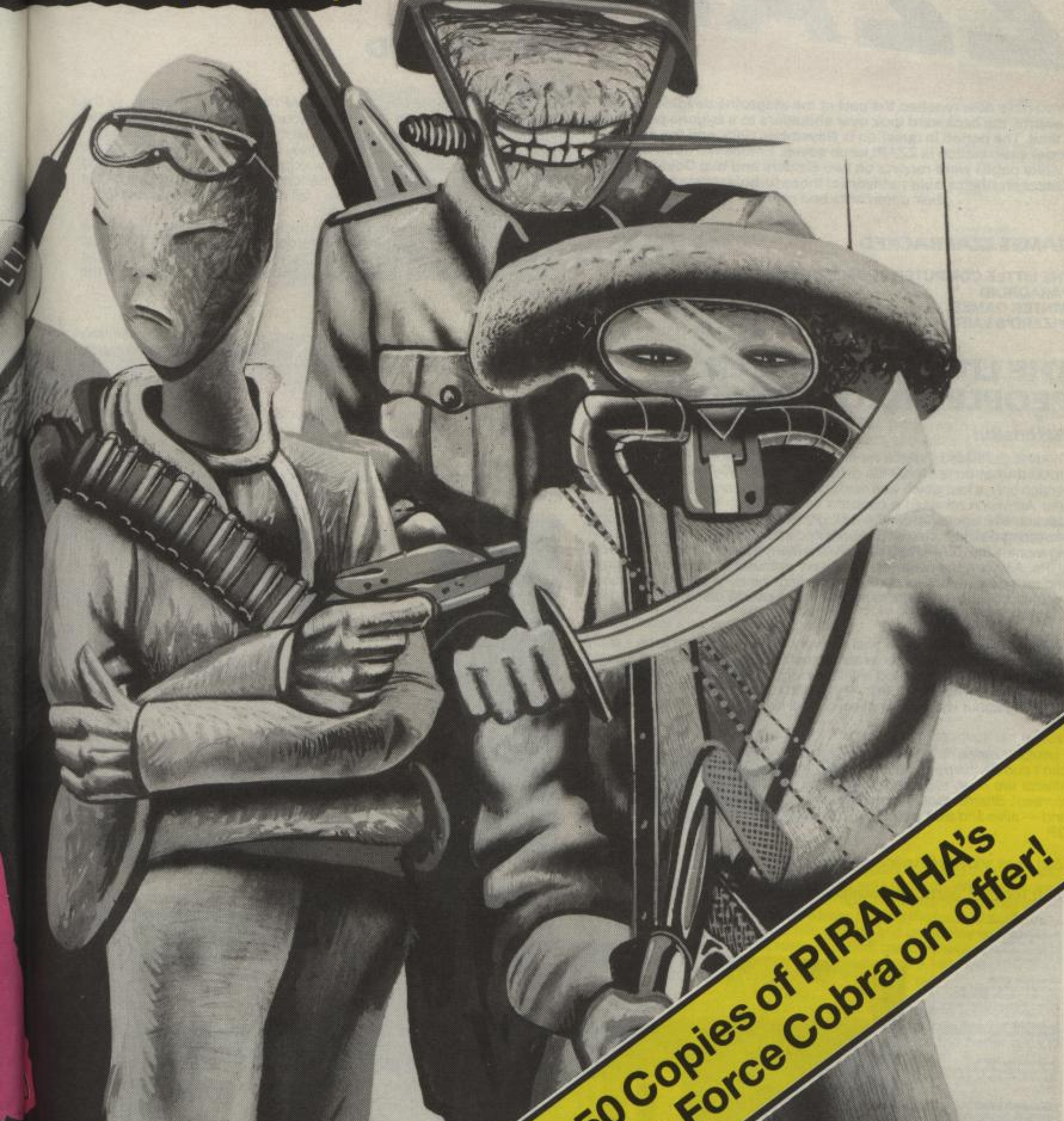
All you have to do is make up a personnel file like the ones in *Strike Force Cobra*. Set down the details of the team you would use to infiltrate ZZAP! Towers. You can garnish them with a drawing of the person(s) if you like too. Just to help you along a little we've included Gary Penn's file to start you off. . . .

Send your entry to **STRIKE FORCE ZZAP!, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB**, making sure they arrive by 14th November.

A DAY OUT PLAYING
LDIERS . .

n no spuds to peel first)

ZZAP! COMP



ZZAPBACK!

You have now reached the part of the magazine devoted to past events, the backward look over shoulders to a bygone period of time. The period in question is November 1985, and the subject under examination is ZZAP! issue seven. Embossed upon its virgin white pages were reports on two Sizzlers and two Gold Medals. Gazza and Jazza, sole survivors of those turbulent times, reflect on their comments and ratings . . .

GAMES ZZAPBACKED

THE LITTLE COMPUTER PEOPLE DISCOVERY KIT
PARADROID
WINTER GAMES
WIZARD'S LAIR

THE LITTLE COMPUTER PEOPLE DISCOVERY KIT

Activision

The first Gold Medal of the month went to Activision's innovative LCP kit. And what controversy the award stirred up! We reviewed the disk version only, a fact which was made obvious in the review. Some months later Activision released a cassette version which lacked many of the features that appeared on the disk game. Consequently, many people expecting disk features felt disappointed and cheated, and in the following months the ZZAP! Rrap section saw many a letter complaining about LCPs. Anyway, the reviewers were very enthusiastic over the program and an extensive review made their feelings plain. 'A stunning advance in computer entertainment' summed up the overall comment. And quite rightly too.

I still consider this highly original and very unusual program to be a really brilliant piece of computer entertainment. Quite a number of people thought the program lacked any lastability, but I always considered an *LCP* to be a bit like a goldfish — you don't sit and watch it all the time, but fiddle about with it whenever you feel like it.
JR

I couldn't agree more. LCPs are great. So cute 'n' cuddly — only you can't cuddle them — and fun for all the family. The graphics and sound effects are neat, especially when they get impatient and 'tap' on the 'screen'. Shame about Adam, though. Actually, I did get him back in the end — alive and well, and living in another computer . . .
GP

(Jaz) I was and still am perfectly happy with the ratings.

(Gaz) Too right, Jazza. The ratings were spot on in my opinion.

Presentation 92%
Plenty of authentic documentation and program is well thought out.

Graphics 96%
Animation of Pet Person is incredibly life-like, backdrops are well designed and attractive.

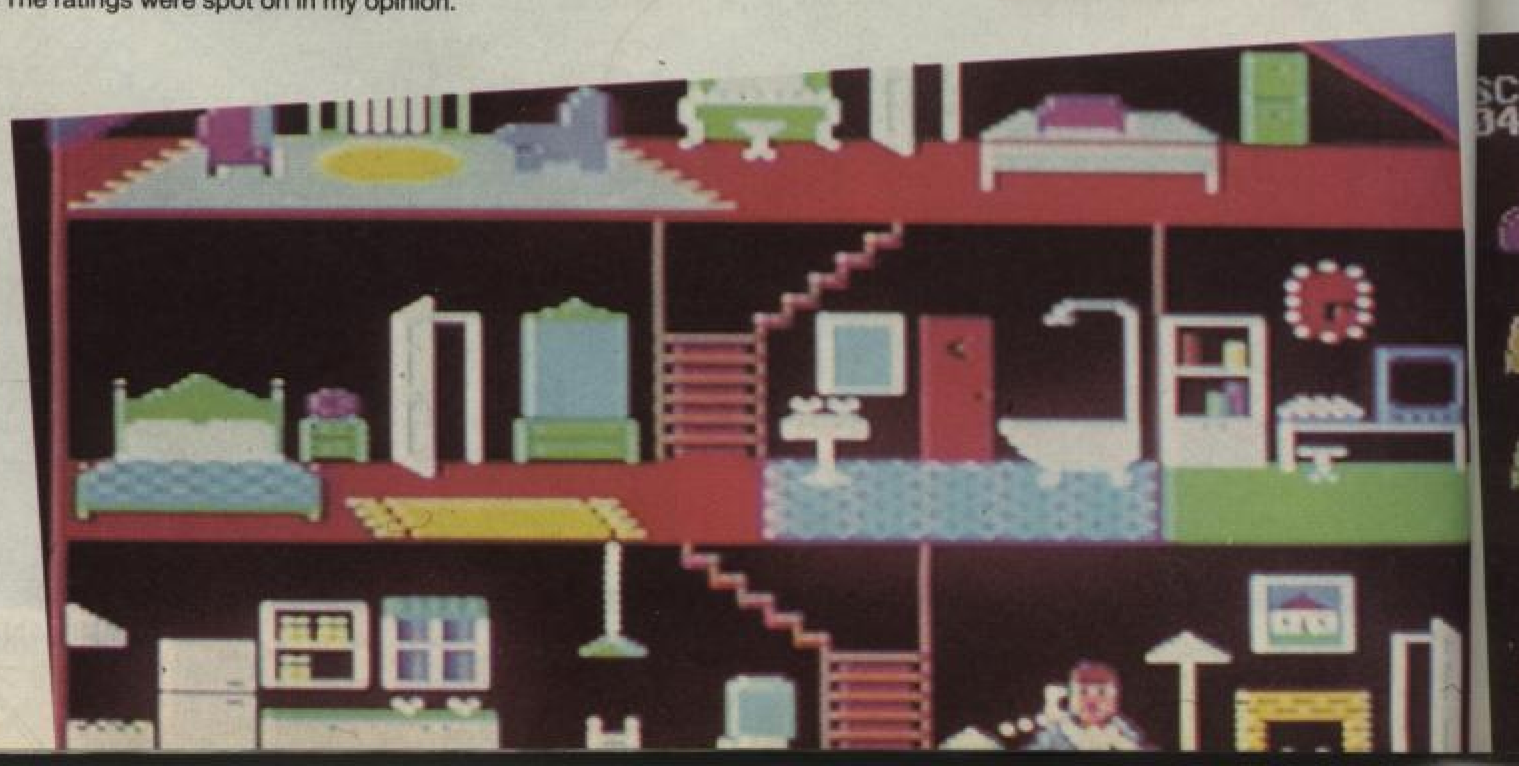
Sound 98%
Plenty of tunes and very realistic FX.

Hookability 99%
Cute, unpredicatable and you've just got to see what he does next.

Lastability 96%
Depends on how much care you take of your Pet Person!

Value For Money 90%
An expensive but unique pet.

Overall 97%
A stunning advance in computer entertainment.



PARADROID

Hewson

Paradroid had been the subject of ZZAP!'s 'Diary of a Game', so the game was received with a certain amount of anticipation. After three months of build-up we were worried that it was going to be a disappointment. We shouldn't have feared, Andrew Braybrook's unique shoot em up was a classic and a Gold Medal was justly awarded. Both Julian and Gary Liddon thought *Paradroid* to be 'one of the best programs on the 64' and Gary Penn admitted, 'words fail me'. Wonders never ceased!

This is a brilliant shoot em up game packed full of original features. A number of people claimed that we awarded *Paradroid* a Gold Medal just because it was the subject of the 'Diary of a Game' feature — what pathetic nonsense. It's a great game and still one of the best on the Commodore.
JR

Paradroid is a classic game and deserved the coverage. It's definitely Braybrook's best, and hopefully his next game will be just as innovative and playable — something lacking in previous offerings.
GP

(Jaz) Perhaps the sound was a little overrated, but the rest of the ratings are perfect, even by today's standards.

(Gaz) Hell, no. The sound rating is fine — maybe a little too low. I think that we underrated *Paradroid* slightly — it should have got 98% overall. Presentation would be rated ever-so-slightly less now, but that's about it.

Presentation 100%
Immaculate. Faultless in appearance and execution with excellent use of joystick.

Graphics 97%
Stunning bas-relief effect. Brilliant definition and use of colour all round.

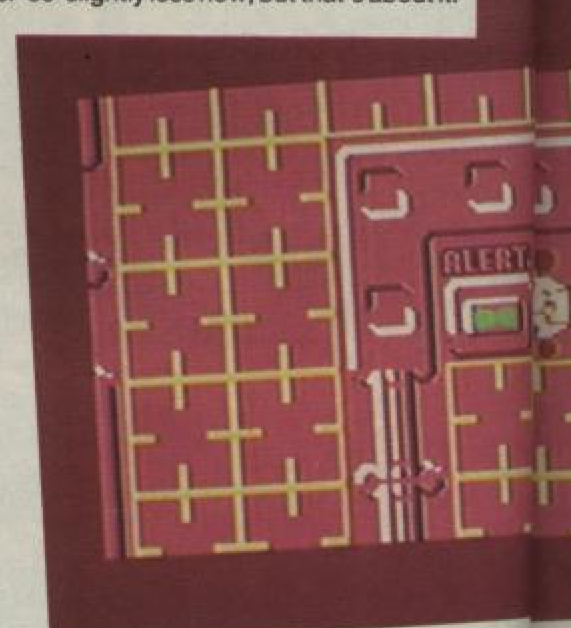
Sound 86%
No music, but incredibly effective and atmospheric beeps, whoops and the like to compensate.

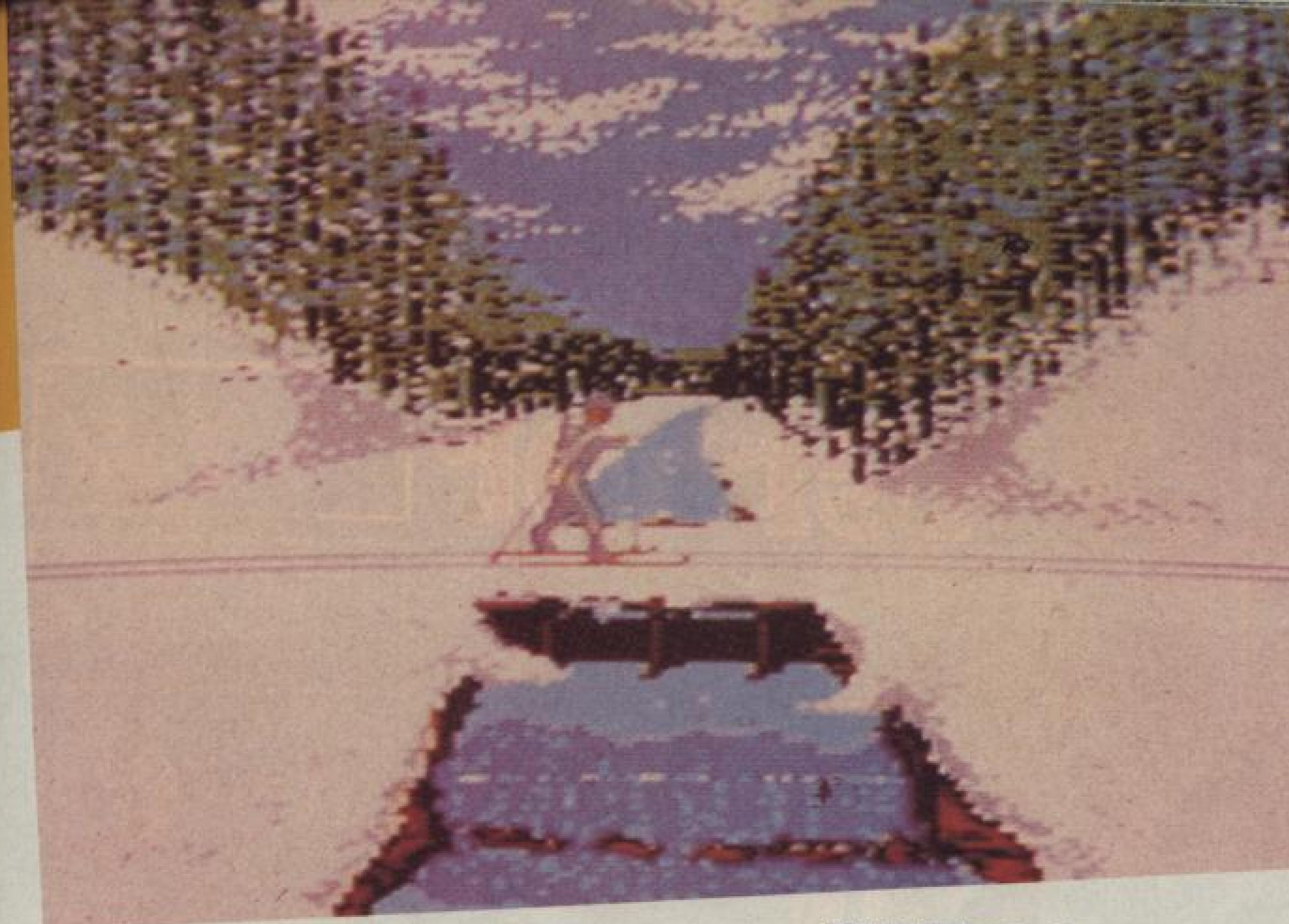
Hookability 98%
Virtually enforced addiction as you attempt to clear the first ship.

Lastability 98%
. . . and once you've cleared that there are still seven more to go!

Value for money 98%
It's been worth the wait and it's definitely worth the money.

Overall 97%
THE classic shoot em up.





Presentation 95%
Meticulous attention to detail with some good options, but marred by a lack of restart facility.

Graphics 98%
Photographic backdrops and life-like sprites, with incredibly realistic use of colour and shading.

Sound 97%
Plenty of superb tunes and sound effects.

Hookability 97%
The stunning graphics, sound and unusual gameplay instantly draw you in.

Lastability 84%
Constant challenge of beating records is ever present.

Value For Money 95%
Lots of cool game for a cool price.

Overall 94%
Another classic sports simulation from Epyx.

WINTER GAMES

Epyx/US Gold

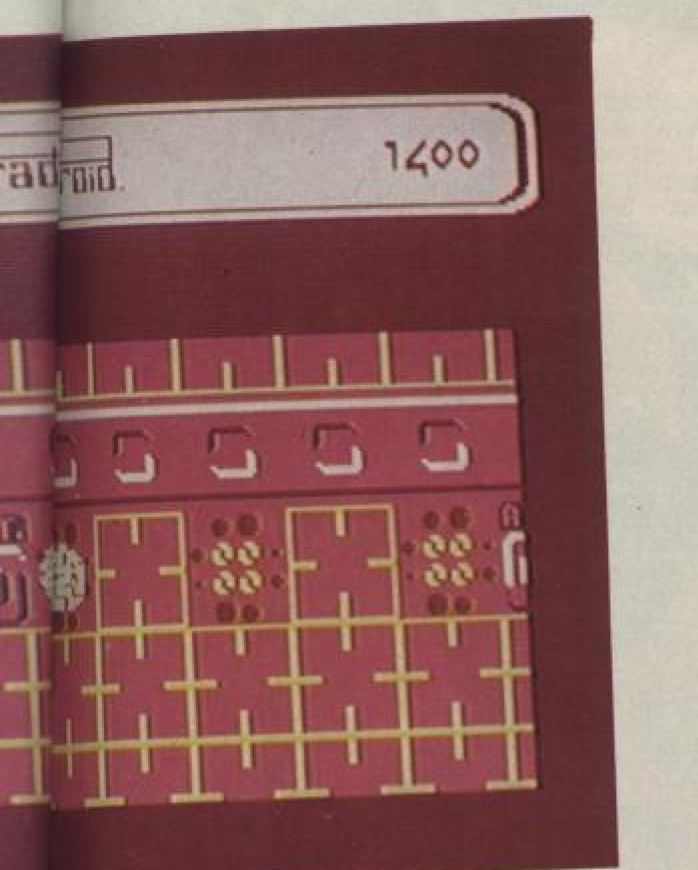
Hot on the heels of the *Summer Games* bilogy (as in trilogy) came *Winter Games*, a sports simulation featuring seven icy events: hot dog aerials, figure skating, freestyle skating, speed skating, ski jumping, bob sledding, and a biathlon. 'Get your furs on and have a go, if it doesn't grab you then you're intangible!' enthused Julian (whatever he meant). Paul proclaimed it to be 'another excellent sports simulation from Epyx and yet another one you can't afford to miss,' and good old Gazza thought it was 'an excellent addition to the Epyx sports range'. Inspiring comments indeed.

At the time I thought *Winter Games* was really amazing, but after seeing *World Games* my opinion has dropped somewhat. It's still damn good, though, but not quite as good as *Summer Games II*.
JR

I was really disappointed with this game, it was too much like Summer Games II *for my liking, although it proved more popular for some reason. Ah well, there's no accounting for taste . . .*
GP

(Jaz) Perhaps the lastability is a touch too high, I didn't play it as much as it's sunny predecessor. The rest of the ratings are about right, methinks.

(Gaz) Mmm, lastability was too high. It was a quality product, but not as playable as *Summer Games II*. I think we overrated it slightly.



Presentation 90%

Graphics 81%

Sound 70%

Hookability 89%

Lastability 88%

Value For Money 86%

Overall 89%

WIZARD'S LAIR

Bubble Bus

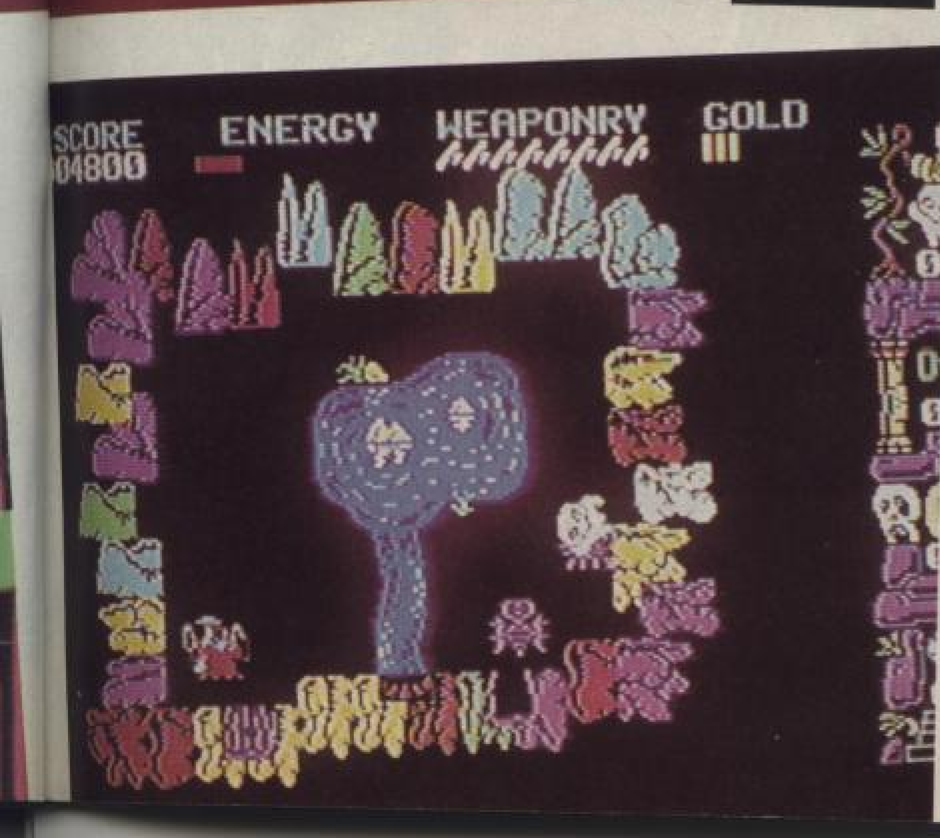
This very fast 256 screen arcade adventure really appealed to our intrepid (!) games reviewing people, what with its cute graphics and sound, and immense playability. Gary Liddon went ape over the program and played it many a time when he should have been making the tea. 'All in all a very good game with some very effective graphic and gameplay features,' he gibbered. Jazza felt it was 'a really excellent game (what's new?) which should appeal to both adventurers and blasters alike,' and the other Gary reckoned it was 'fast, furious and above all fun to play.

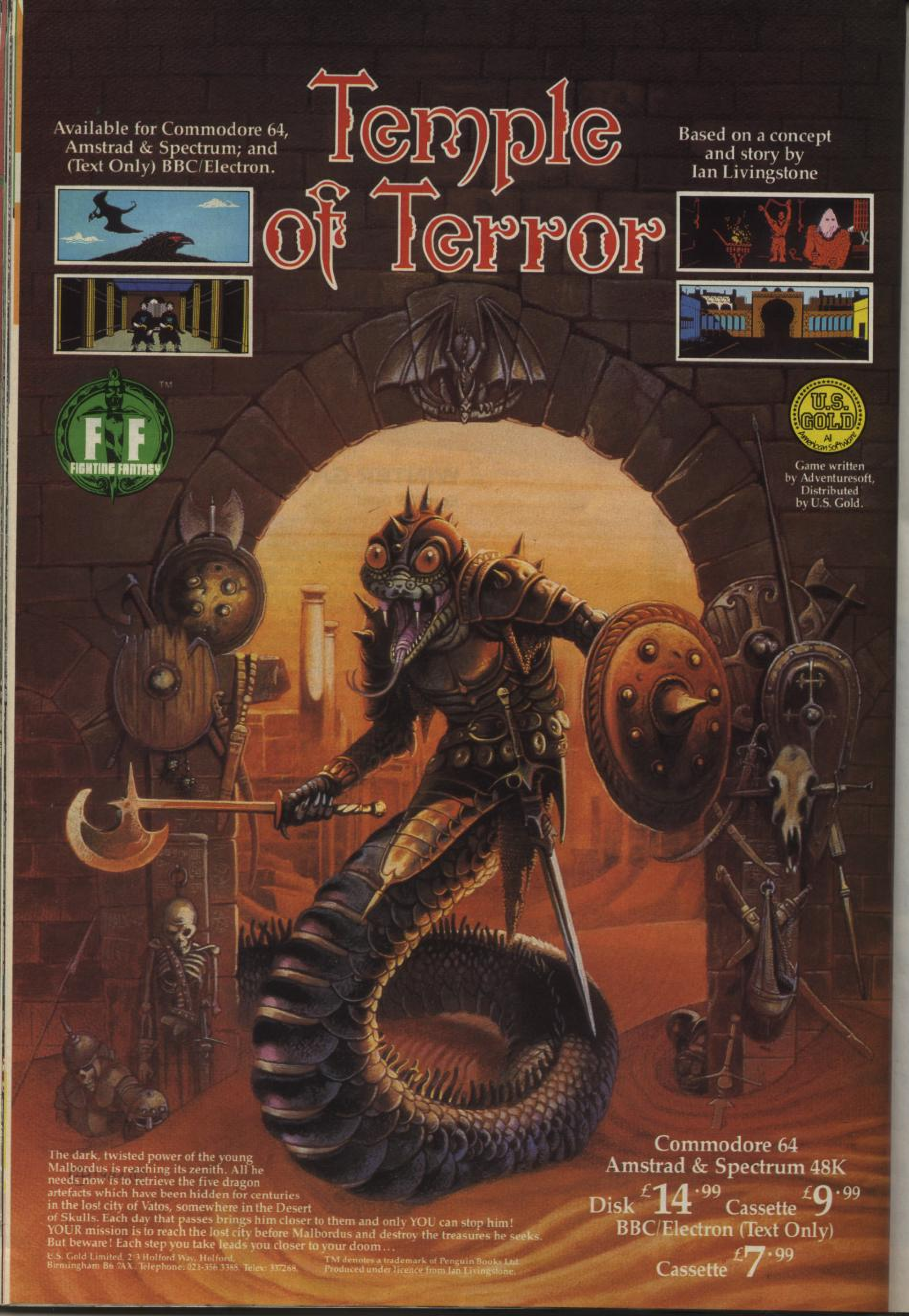
This is a really speedy arcade adventure which requires a good deal of shoot em up skill. The graphics and sound effects are really nice and the game is great fun to play — I still think it's one of the better arcade adventures available on the Commodore.
JR

This was good for its time, but my opinion of it has deteriorated over the year. Graphically, it doesn't compare favourably with current releases, and the game itself has been surpassed many times since.
GP

(Jaz) I'm going to be a right boring botty burp and say the ratings are fine, because I think they still are.

(Gaz) No, if it was reviewed now it wouldn't do as well. It was fun at the time, but I haven't played it a great deal since. It deserved the Sizzler rating at the time, though.




Temple of Terror
Available for Commodore 64, Amstrad & Spectrum; and (Text Only) BBC/Electron.
Based on a concept and story by Ian Livingstone
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All American Software
Game written by Adventuresoft, Distributed by U.S. Gold.
The dark, twisted power of the young Malbordus is reaching its zenith. All he needs now is to retrieve the five dragon artefacts which have been hidden for centuries in the lost city of Vatos, somewhere in the Desert of Skulls. Each day that passes brings him closer to them and only YOU can stop him! YOUR mission is to reach the lost city before Malbordus and destroy the treasures he seeks. But beware! Each step you take leads you closer to your doom…
U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021-356 3388. Telex: 337268.
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Commodore 64
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Cassette £7·99

WINNERS: WINNERS: WINNERS: WINNERS:

ZZAP TRIVIA COMP



Yes, I thought as much — lots of you were very keen on the chance to win a £10,000 Golden Trivial Pursuits set. Right then, congratulations to **Stuart Watson** from Barnton, Edinburgh EH4 6QN, who goes forward as our ZZAP! representative for the International Trivia playoff which will be held in London. The other prizes were four Trivial Pursuits Genus II board games, and they go to: **Brian Clusky**, Liverpool, L5 6QN; **Mark Hobbs**, Tyne and Wear, NE31 2AL; **M Gattie**, Croft Lane, Knutsford, Cheshire; **Peter Young**, Northumberland, NE65 0LX.

Also on offer were ten boxes of edible Trivial Pursuits after dinner choccies. The spiky ones were a bit miffed as they didn't get any to nibble — hee hee . . . **Karim Bougli**, London SW17 8LD; **Robert Hunt**, Bradford, West Yorks BD9 5JJ; **Martin Haynes**, Bude, Cornwall EX23 0NA; **Stephen Graham**, Carlisle, Cumbria CA2 7QB; **Stefano Da Tos**, London N3 1PB; **Michael Underhill**, Cullompton, Devon EX15 3NL; **David Lawrence**, Coulsdon, Surrey CR3 1DN; **Paul Rees**, Ilford, Essex IG2 6YE; **Stuart Tomkinson**, Stoke-on-Trent, Staffordshire ST4 6RU; **Sean Lally**, London SE26 5NL

BUILD YOUR OWN WORLD COMP

INCENTIVE were out to test your literary talents to the full when they asked you to come up with a 100-word description for two specially produced GAC pictures. The following 25 lucky people have won themselves a copy of the Gold Medal GRAPHIC ADVENTURE CREATOR . . .

John McKinlay, Larkhall, Scotland ML9 2AR; Simon Ross, Trowbridge, Wilts BA14 9ED; Carlosy Wiggins, Swanage, Dorset BH19 1PQ; Sion Gibson, Leigh-on-Sea, Essex SS9 5TT; Matthew Spencer, Barnsley, South Yorshire S71 2DF; Nicholas Phillips, Merton Park SW20 9JR; Robert Notman, Thornaby, Cleveland TS17 0AG; P Kingham, Ilford, Essex IG4 5NB; Mick Hempshall, HQ BTX, 1 RHA, BFPO 30; Michael Neligan, Croydon CRO 2LB; John Lee Barker, Mansfield, Notts NG19 9AZ; Wayne Ross, Lancashire PR4 1XS; Scott Teidman, Brachnell, Berkshire RG12 4SL; Robert Wallman, Brickhouse Lane, South Godstone RH9 8JW; Justin Saint, Southampton SO1 8HE; Erik F Sorensen, DK-7760 Hurup Thy, Denmark; Paul Reynolds, Moylough, Co Galway, Ireland; Shaun Steven, Kinross, Scotland KY13 7QD; Tommy Holt, Westurn-on-Trym, Bristol BS9 4AS; Alex Woodman, Southall, Middx UB1 3AS; Alexis Phare, Torbay, Devon TQ3 1TD; Richard Hopkins, Ringmer, East Sussex BN8 5JU; David Harker, Stoke-on-Trent, Staffs ST8 7SA; Neil Coyle, Radford, Coventry CV6 3BZ; Grant Tullo, Edinburgh EH10 6XF



ZZAP! DRAGONS

SOFTWARE PROJECTS were offering an A1 sized colour print of the inlay artwork for their latest release, DRAGON'S LAIR, as well as 50 copies of the game for the runners up. So, how well could you spot the differences? Very well, it seems. **Matthew Hicks** from Wrecclesham, Surrey GU10 4PJ was first out of the correct entries bag, and so nets himself a well-neat 'n' huge piccy. Copies of the game go to these fabulous fifty runners up . . .

S Kennett, Gillingham, Kent ME7 5JG; Simon Cunliffe, St Burnley, Lancashire BB12 0HW; Stephen Graham, Carlisle, Cumbria, CA2 7QB; Martin Campbell, Isle of Lewis DA86 0ED; Daan Ruigrok, Rotterdam, Holland 3035AK; Ian Gregg, Co. Antrim, Northern Ireland BT28 3EU; Paul Meakin, Newark, Notts NG24 3LL; R Lexton, Romford, Essex RM2 6DX; Susan Bunting, Bakewell, Derby DE4 1BH; Christian Gibbs, Loxely, Warwick CU35 9YP; Bryan Andi, London SE18 3LY; Martin Quinn, Wimbourne, Dorset BH21 6AN; William Parkes, Mellor, Lancashire BB2 7PA; James Whalley, Longridge, Lancashire PR3 3ST; Carl Arts, Auckland 3, New Zealand 3; Ian Moran, Drive, Carlisle, Cumbria CA2 7SE; Nigel Cresswell, Wolverhampton, West Mids WV5 8HD; P Anderson, Southall, Middlesex UB1 1BE; Richard Jones, Andover, Hants SP10 2HS; Adrian Harrison, Crosby, Liverpool L23 9SB; Mr C Couget, Castle Bromwich, Birmingham B36 8BQ; Julian Wake, Trallwn, Swansea, SA7 9XQ; Murice hancock, Dunchurch, Warwickshire CU22 6NR; Daren White, Hayes, Middlesex UB4 9BL; J M Hempshan, HQ BTY, 1 RHA, BFPO 30; Richard Beattie, Midlothian, Scotland EH37 5SY; Colin Gillespie, Huntly, Aberdeenshire AB5 4JT; Alexander Pestell, Walthamston, London E17 9RX; Mark Furlong, London SW4 9PX; H LLoyd-Baker, Gloucester GL2 6RS; Martin Haynes, Cornwall EX23 0NA; Nathan Cooper, Westbury, Wiltshire BA13 3JF; William Church, Commonmoor, Cornwall PL14 6EH; Kenneth Grubb, Kirkcaldy, Scotland KY2 5UB; David Tongue, Reading, Berkshire RG4 0NB; Philip Hames, Saltash, Cornwall PL12 4NA; Geoffrey Nield, Oswaldtwistle, Lancashire BB5 4QT; Fraser Jamieson, Locharbriggs, Dumfries DG1 1QR; Wayne Smith, Walsall, West Midlands WS2 7EN; Mark Williams, Luton, Bedfordshire LU2 8JG; Nigel Hood, Dereham, Norfolk NR19 2BD; George Asare-Djan, London SW9 9EG; Alan Clarke, Staines, Middlesex TW18 2EF; Terry Orman, Weston, Southampton SO2 9LA; Bob Kingham, Walthamstow, London E17 9EL; K Norman, Dartford, Kent DA1 2NN; J P Gregory, London N21 1PB; Tom McKee, Dingwall, Ross-shire IV7 8EW; John Friel, London E10 6NB; Jonathan Wood, Camborne, Cornwall TR14 7XQ



PUT DAN DARE BACK ON COURSE AN

ZZAP! COMP



WIN! Copies of VIRGIN's Sizzling new game! Books, T Shirts, Videos/LP's, and Posters

So, you think you know a bit about Dan Dare eh? Reckon you could get him out of a scrape and back into action against the Mekon?

VIRGIN's excellent game featuring Dan Dare sends him on a mission to thwart evil Mekon's plans to blackmail Earth. The evil Green One has taken over an asteroid and set it in on a collision course with our home planet. Dan and his faithful assistant Digby set out in their trusty craft the Anastasia, planning to land on the Asteroid and do battle with the nasty green Treens. If Dan succeeds on his mission, and disables the Mekon's asteroid, Earth will once again be a safe and happy place in which to live, but should he fail. . . .

Our very own Oli used to draw Dan Dare strips before he helped to set up ZZAP!, and he simply couldn't resist the temptation to revisit an old friend with his airbrush. Oli was a bit pushed for time, as you can see, and didn't quite manage to complete the artwork for the series of cartoon frames that appear here.



ND COLLECT A HOST OF GOODIES!

Dan has suddenly run into a problem on his journey to the Mekon's hideout . . . Treen forces have intercepted the Anastasia, and Digby and Dan find themselves spinning down towards the hard surface of the Mekon's blackmail planetoid, out of control. It's up to you to finish the story and make sure that Dan lands safely so the game, programmed by the crew at VIRGIN, can go on.

What we want you to do is to complete the comic strip story . . . you can use whatever artistic materials you might have to hand, aided and abetted with a handful of talent. Complete the artwork and then turn your mind to the trio of tricky questions (well, not too terribly tricky) that appear on the entry form.

Complete the coupon and send it off to SAVE DAN DARE, ZZAP! Towers, PO BOX 10, Ludlow, Shropshire, SY8 1DB making sure your artwork and answers arrive before 14th November.

Lots of luvverly prizes are up for grabs — and there are TWO First prizes in this competition! The senders of the top two entries will collect a Poster, a Dan Dare T Shirt (one of a Limited Edition run, specially produced by VIRGIN), a copy of the game, a copy of the book *The Man Who Drew Tomorrow* — a biography of the man who created Dan Dare in the first place — and either three videos or five albums. (VIRGIN will send the two top prize winners catalogues so they can make their choice of videos or albums.)

A trio of runners-up are set to collect a copy of the game together with a Limited Edition T Shirt and poster, and then no less than twenty five lucky entrants are going to be receiving copies of this Sizzling game together with a poster.

QUESTIONY BITS:

1) What is the name of the artist who originally created Dan Dare?

....

2) In which comic did (and does) the Dan Dare strip appear?

....

3) From which planet did the Mekon and the Treens originate?

....

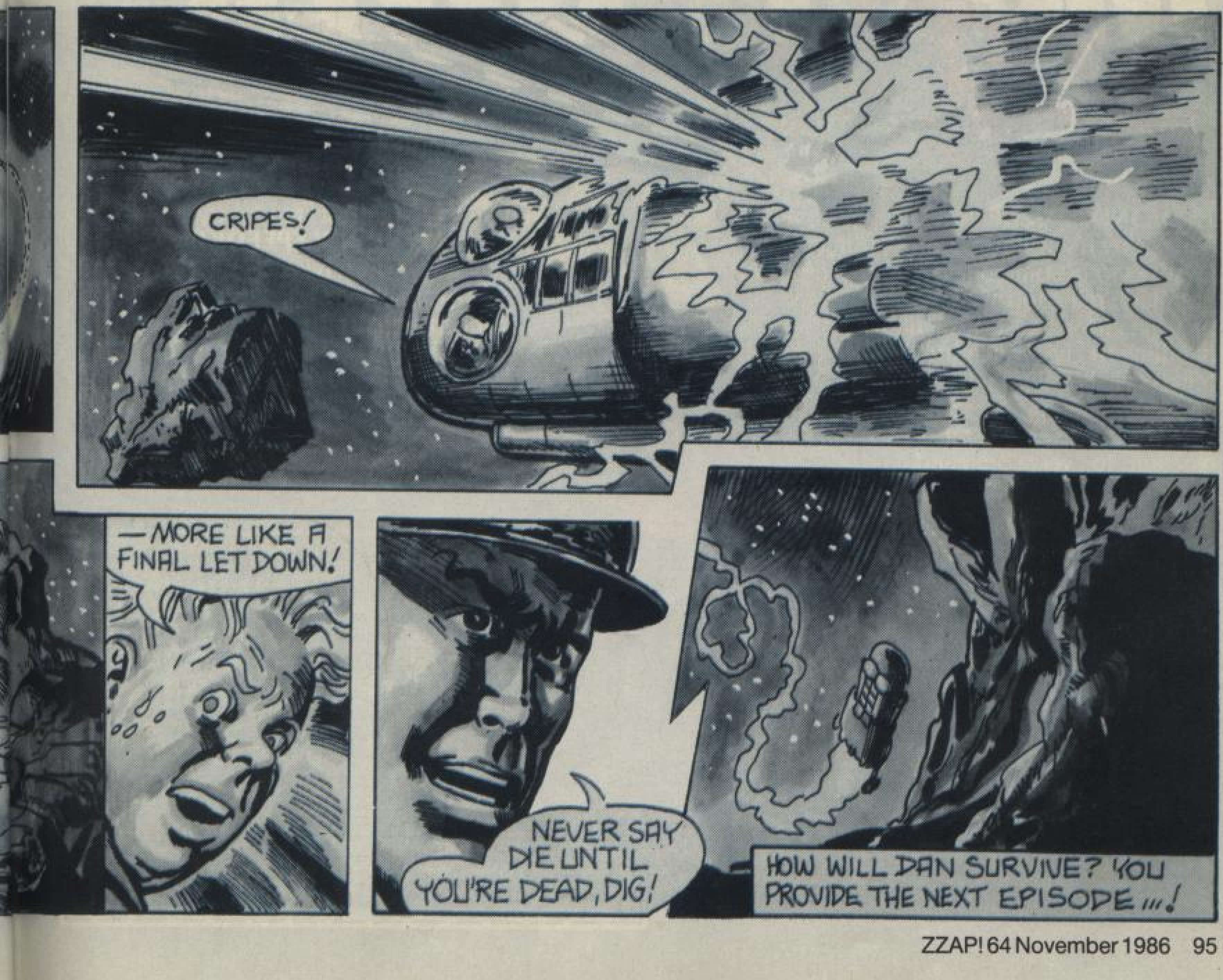
NAME ....

ADDRESS ....

....

.... POST CODE ....

T SHIRT SIZE (S, M, L) ....



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VROOM!

CAN YOU HANDLE THIS MUCH POWER?

POW!

BLAT!

ZAP!

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As it's name suggests it's built for fast handling to give you lightening fast control. Micro switches await your slightest movement, and fly into action - ZAP, POW, SPLAT, BLAM - giving you instant reactions to every command.
Tough, rugged and made in Britain to the very highest standards, the **KONIX SPEEDKING** comes with a twelve month guarantee.

Available for:- Spectrum and Spectrum Plus, Commodore 64, 128 Vic20. All Atari Computers, Electron, M.S.X. Computers, Amstrad and Oric at **£12.99.**
Also:- BBC, Commodore C16, Plus 4, and Dragon at **£14.99.**

Trade and export enquiries contact Wayne or Sandra on **049525 5913.**



Please send me ______ Speedkings at **£12.99** each.
______ Speedkings at **£14.99** each
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Card holders can telephone on **049525 5913.**

Signature ______
Name ______
Address ______

Postcode ______ Telephone ______

Send to **Konix Computer Products, Unit 13, Sirhowy Hill Industrial Estate, Tredegar, Gwent NP2 4QZ. U.K.**

ZZAP! Flash

N·E·W·S f·l·a·s·h . . .



SHOWTIME, YET AGAIN!

As if the Personal Computer World Show, spanning five days and more than three whole floors of Olympia wasn't enough for September, DATABASE held a Commodore show in Manchester the weekend after PCW finished. At least COMMODORE took a stand at DATABASE's show — more than they did at Olympia.

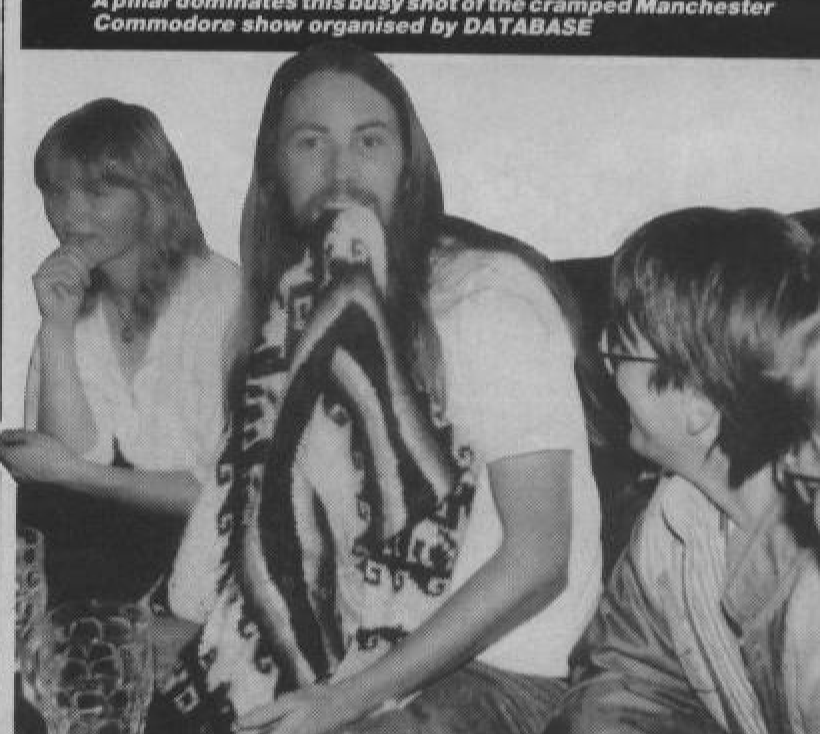
This Commodore show was held in the Reynolds Building, part of the University of Manchester's Institute of Science and Technology, and around forty companies fought for stand space in the confines of the exhibition area. Most of the exhibitors were small third party dealers, it seemed, and although nothing remarkably new was on display, visitors could certainly pick up some cheap disks and bargain software.

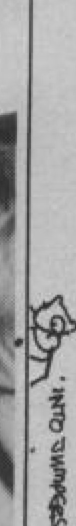
COMMODORE themselves put in an appearance, and concentrated their efforts on the Amiga — nothing terribly impressive was to be found on their stand, however, and one or two cruel observers mentioned that the COMMODORE stand bore more than a passing resemblance to one of the public toilets found on Parisian streets!

COMPUNET also made an appearance and no doubt enjoyed a few days getting their message across. **Jeff Minter** made his presence felt, remaining at the bar — LLAMASOFT did not have a stand, but Jeff's arrival obviously boosted the morale of his fans. The only other 'personality' spotted making his way across the cramped floor was **Martin** *'you hum son, I'll program it'* **Galway**.

Overall, not one of the most inspiring shows of all time — coming so soon after all the launches and Razamatazz of the PCW Show, the event was more than a little flat.

A pillar dominates this busy shot of the cramped Manchester Commodore show organised by DATABASE





Jeff Minter, for it is he, entertains fans in the bar by eating his jumper. Thought goats ate anything Jeff, not Llamas?

HOW DO YOU MAKE A MALTESE CROSS?
Pirate his Software

Software piracy in Britain has always been a big problem, but in Malta it has reached almost epidemic proportions according to Maltese based organisation SOFTWARE DISTRIBUTION ENTERPRISES (SDE). The picture painted by SDE is grim: of the 50,000 computer owners who live on the island only 12,000 are buying original software — everyone else either buys copied software from shops at a fraction of the full price, or swaps games with friends.

To combat such a strong pirate network SDE is working rather like FAST does in this country and is pressurising the Maltese government to pass stricter and more efficient laws against software piracy. They have also set up a piracy monitoring department which keeps up to date about the marketing schemes used by the counterfeiters. SDE members have been visiting schools and colleges in Malta explaining the ills of computer piracy.

Apparently, a Maltese company has been exporting copied software to Italy, Spain and Portugal, and SDE is keeping UK software houses well informed of these goings on in the hope that such activities can be brought to a halt.

If any software houses would like to know more about the anti piracy operations in Malta then we suggest they contact Software Distribution Enterprises at Victoria, 169 Fleur-de-Lys Rd, B'Kara, Malta.

N·E·W·S f·l·a·s·h·······

NIBBLE, NIBBLE, NIBBLE GOES PIRANHA

Strike Force Cobra is the first 64 release from the newly formed **PIRANHA** label, founded by **MCMILLAN** of Publishing fame. The game takes place in a vast 3D maze complex and your mission begins once a team has been chosen from a group of experienced Commandos. Each member of the team is controlled independently as you attempt to destroy an evil genius who is once more out to conquer the world.

Written by **FIVE WAYS SOFTWARE**, Jonathon Reed, Editor of the military magazine THE ELITE was military advisor on the project, so the game is as faithful to real combat and strategy as possible. Each character has a variety of movements including running, jumping and diving as well as the rather essential combat mode. Whatever happens it's not going to be an easy task, as you have to avoid automatic weapons system, electronic traps, killer robots and human guards while looking for the nine digits of a code. This code gives access to the central computer room where an evil master-criminal has hacked into the world's nuclear weapons systems, and threatens to destroy everyone . . .

Other games on their way from **PIRANHA** include *Nosferatu the Vampyre* and *Rogue Trooper*, both being programmed by the **DESIGN DESIGN** team, and the game-of-the-new-TV-series, *Trapdoor*.

●Interesting fact time! We here at ZZAP! Towers were asked if we would have our mugs digitised for use in the game, but we politely declined the invitation. **John Minson**, however, leapt at the chance. After all, he has to get fame and fortune somewhere . . .



One of the quartet of commandos that makes up STRIKE FORCE COBRA explores part of the evil genius's complex. Portraits of the four members of the team line the right hand edge of the screen. Could Minson have posed for the one third from the top?

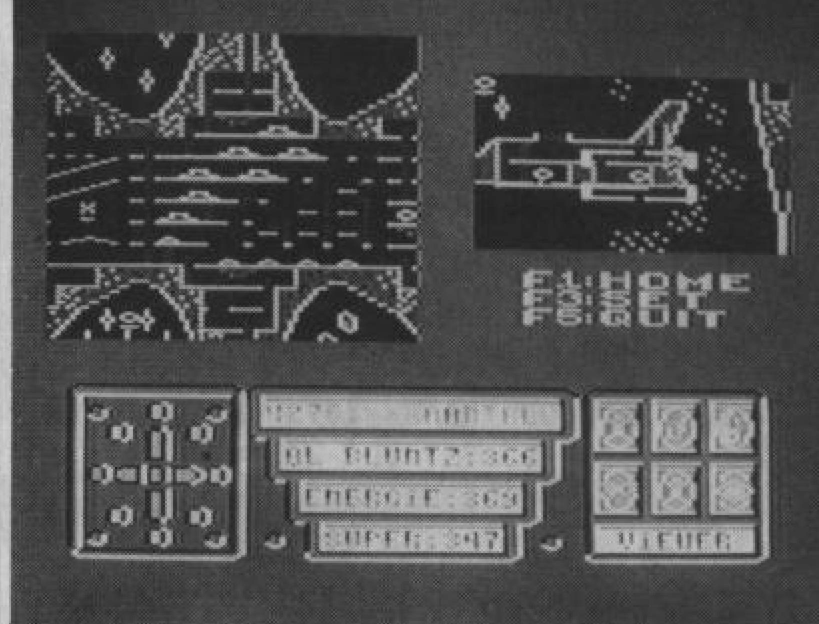
CRUISING THROUGH THE AIR-WAVES

If you've ever fancied taking to the air and flying a microlite then **QUICKSILVA**'s latest game should be of great interest to you. *Glider Rider* recruits you into the ranks of the *Silent But Deadly* squadron, an elite group of commando raiders who undertake specialised missions.

One of those missions is the destruction of the Abraxas Group. They're a horrible bunch of people whose slogan is 'arms for anyone, anywhere, any reason, any quantity'. Naturally a group as nasty as this can't be allowed to trade in their filthy business unhindered so you've been asked to fly over their installation and blow it to bits. A nice easy task you think, but first you'll have to ride about on your motorbike and find a hill from where you can take off. That's not all, the compound is also heavily guarded with lasers . . .

The game uses 3D graphics to portray the action and there'll be a thumping **Dave Whittaker** tune to jolly you along. The Spectrum 128 version is a real goodie, we'll have to wait to see how the Commodore version fares.

HOPELESS!



Hopefully, it won't be that bad, but *Hopeless* is the title of **ARIOLASOFT**'s latest release and features a nasty piece of work who goes by the name of Al 'Madman' Bluntz. You play Al, who has been assigned the task of rescuing a poor damsel from the clutches of the Manic Monk and his disorderly army. The dastardly plot has the inky blackness of the universe on the monster planet of Milton Keynes. Al must summon his courage and strength to conquer the army. Once the last gate of the evil fortress has been destroyed, Al must go to the very heart of the wicked Monk and destroy him completely. Then, at last, the world becomes a happy place to live in again. *Hopeless* features over 2,000 screens of wacky hectovision combined with a Turbosplit smooth scroll. Price? £9.95 on cassette, to you squire.

FUTURE WAR

Two future war games, *Starglider* and *Tracker* are at this very moment being programmed by **RAINBIRD** for the Commodore 64. You might have been lucky enough to play *Starglider* at the PCW Show — the Atari ST version that is. It's a vector graphic 3D shoot em up in similar vein to the *Star Wars* and *Empire Strikes Back* arcade machines. The ST version is pretty speedy (and so it should be), we'll just have to see how it fares when eight bits are removed from it!

Tracker has you controlling eight remote skimmers in an attempt to destroy renegade alien forces that are currently stomping about your tracks (futuristic roadways). The action will be portrayed in 3D style with over 5,000 tracks to defend. More news when we get it.

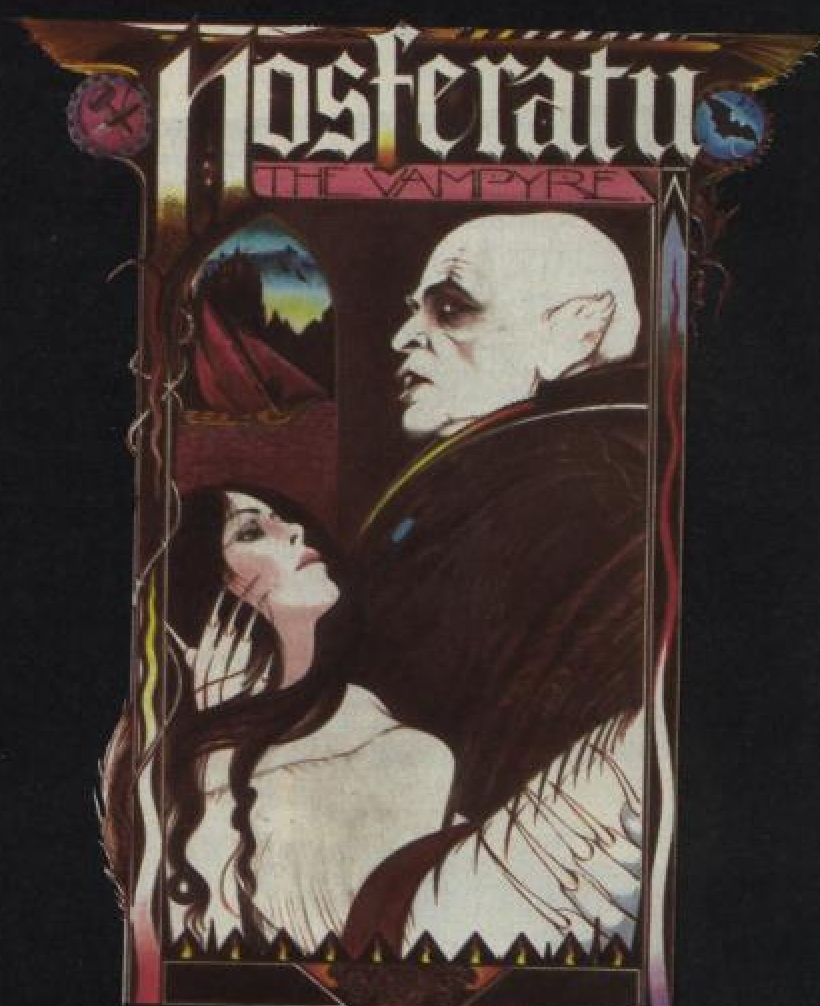
NEMESIS AND SALAMANDER!!!

HA! That caught your attention didn't it! Up until recently **IMAGINE** has had the pick of the deals when it comes to licensing and marketing Konami arcade games, but now Konami have decided do it all themselves. This means that in the not too distant future games like *Jail Break, Nemesis, Iron Horse, Super Basketball* and, the game under conversion at this very moment, *Salamander* will soon be gracing your 64.

PUBLIC SERVICE ANNOUNCEMENT

Auntie Denise, the lady who processes your subscription orders has asked us to remind you that she needs a bit of time to get things moving once you've sent her a cheque. F'rinstance, if you need your subscription to start with Issue 20, you'll have to make sure Auntie Denise gets her cheque and order form doobrie before Friday 24th October, else she'll have to start your subscription with Issue 21. Be warned, be vigilant, be quick!

OUT OF THIS WORLD



Programmed by Design Design

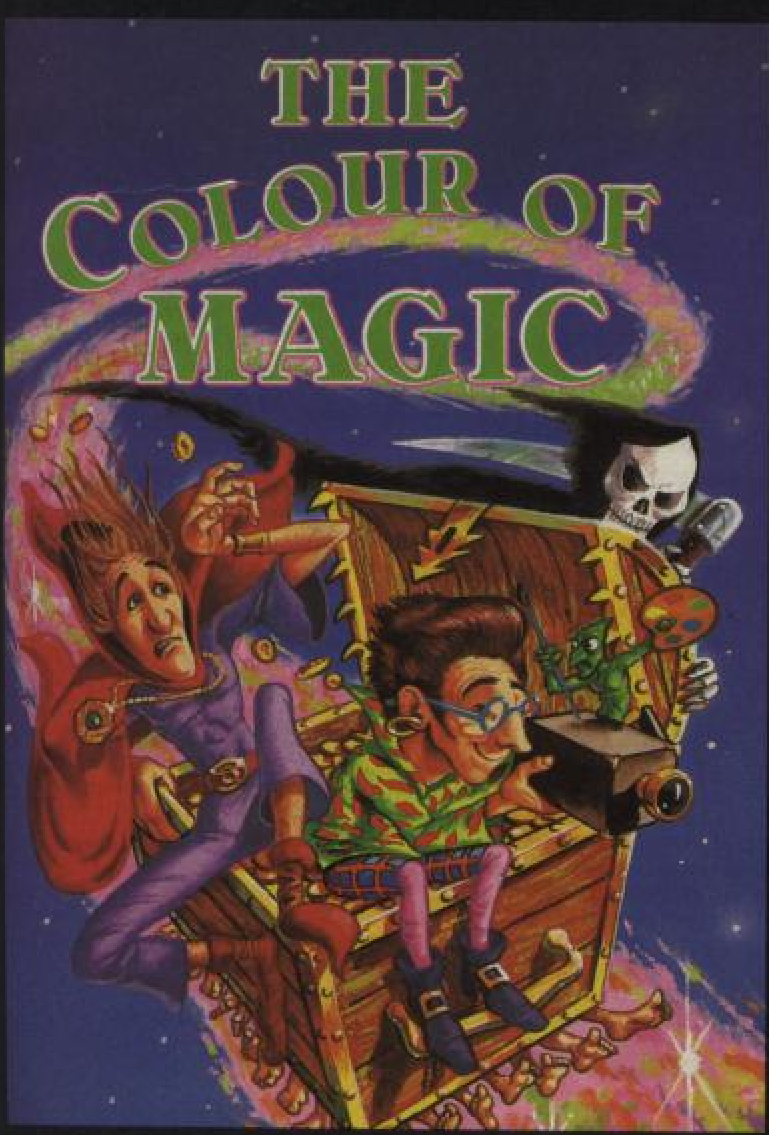
Nightfall. The deadly enchantment begins. Will you live to see the dawn?

Fight a desperate battle to save your soul from the Vampyre's bloodlust. Your enemy's power is subtle and mysterious, his strength never-ending. Can you overcome his cunning and bring to an end his reign of terror?

Based on the haunting horror movie from 20th Century Fox, the ancient legend is terrifyingly restored to life.

- ★ Challenging graphic adventure
- ★ Superb three dimensional graphics
- ★ Filled with the sinister atmosphere of the original legend

Spectrum · Commodore · Amstrad · £9.95



Programmed by DELTA 4

Enter the amazing Discworld, set on a turtle's back. Meet naive, four-eyed Twoflower, the Discworld's first Tourist, with more money than sense. You are Rincewind, the inept and cowardly young wizard charged with safely guiding and guarding the ridiculous Twoflower. Wherever you go, his many-legged luggage is sure to follow. Meanwhile, Death, rather weary from overwork, has a few surprises in store.

- ★ Challenging adventure by Delta 4
- ★ Based on the spoof fantasy by Terry Pratchett

· Spectrum · Commodore · Amstrad · £9.95

Available from all good games stockists.
In case of difficulty, from

Richard Bason, Piranha
4 Little Essex Street,
London WC2R 3LF
Tel: 01-836 6633

Piranha

N·E·W·S f·l·a·s·h· · · · · · ·

PCW PAPARAZZI

As always, the Personal Computer World Show was a hive of activity, with software houses, Public Relations people, magazines and, of course, people like milling around Olympia for five solid days. According to the organisers, this year's show had the highest attendance ever — and given the variety and quantity of games previewed, it looks like being a very busy Christmas indeed for everyone involved in the software industry.

Lots of snippets of information were buzzing round the show, including the news that Tony Crowther is working hard on a new game for ALLIGATA. According to Tone, the game 'has a genre of its own' (!) and features a 12" remix of *Polly Put The Kettle On* created by We MUSIC as well as a scrolling playing area and one or two player options. More details next month.

Whispers about *Winter Games II* reached our ears, but more concretely *Super Huey II* should be ready for a closer look in a few weeks time. This sequel apparently takes over where *SH* left off, and features enhanced graphics and sound (as befits a sequel) as well as a set of different missions. The people to watch on these two particular fronts are US GOLD.

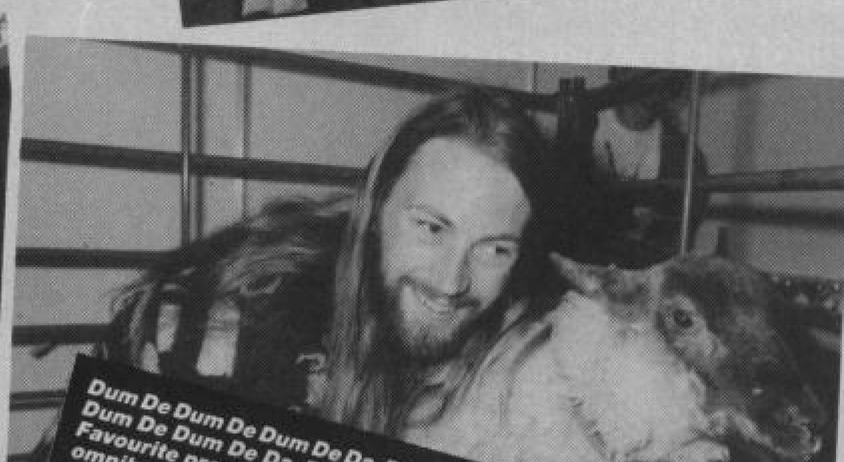
The Darling Brothers are working on a BMX simulation with a plan view of the courses and music supplied by Dave Whittaker, and . . . well. That's enough gossipy rumours. On with the paparazzi pictures, supplied by Ace Lensperson Cameron Pound. The only photographer in the business who comes back with roll after roll of glamour pictures when he's sent to cover a computer show!



Dum de dum de dum. Cameron bumbles towards the giant pyramid that is pretending to be the ELECTRIC DREAMS stand . . . SNAP



Time to rendevous at the NEWSFIELD STAND, change the film in the camera and continue my quest to boldly go, snapping snaps that no man has snapped before. Might as well finish the film off. SNAP



Dum De Dum De Dum De Da, Dum De Dum De Da Da, Dum De Dum De Dum De Da, Dum De Diddly Dee . . . Favourite program of mine, the Archers. Always listen to the omnibus edition on Radio 4 of a Sunday morning. Hear that MOZAIC are producing a game with LEVEL 9 — and there's a photocall. What's this? Eddie Grundy hasn't got long hair. It's Minter! It's all true. SNAP

WHEN ANDROIDS SLEEP

Two film tie-ins, an officially licensed arcade conversion, a sequel and six original programs all combine to fill the ELECTRIC DREAMS goodie bag of upcoming releases.

Filmwise, rights to *Aliens* and *Big Trouble in Little China* have been acquired from Twentieth Century Fox. *Aliens* is a multiple character arcade game where you take control of a group of space marines and must guide them successfully through a confrontation with an evil mother alien and her brood.

Big Trouble in Little China brings you back to Earth with a bump. Unless a strange Chinese fellow called Lo Pan can be killed, he and his group of faithful followers will bring a new age of terror to Earth. You take control of three heroes and must use swords, knives, fists and magic to penetrate Lo's domain and destroy the evil character.

Anyone remember *Tempest*, Atari's classic arcade shoot em up? It's been four years since the game hit the arcades and now it's about to hit your 64. The game, like most shoot em ups, has a clear objective — destroy everything that comes towards you to progress to the next level. All the features and levels of the arcade game will be included in the conversion.

Talking of old Atari programs, does anyone remember *Star Raiders*? You should do, it's one of the all-time classic computer games and recently celebrated its seventh birthday. Now ELECTRIC DREAMS are working on a follow up called *Star Raiders II*. All the original baddies will be included in the game but it seems your ship has been customised since the original conflict and there are all sorts of new features to the game.

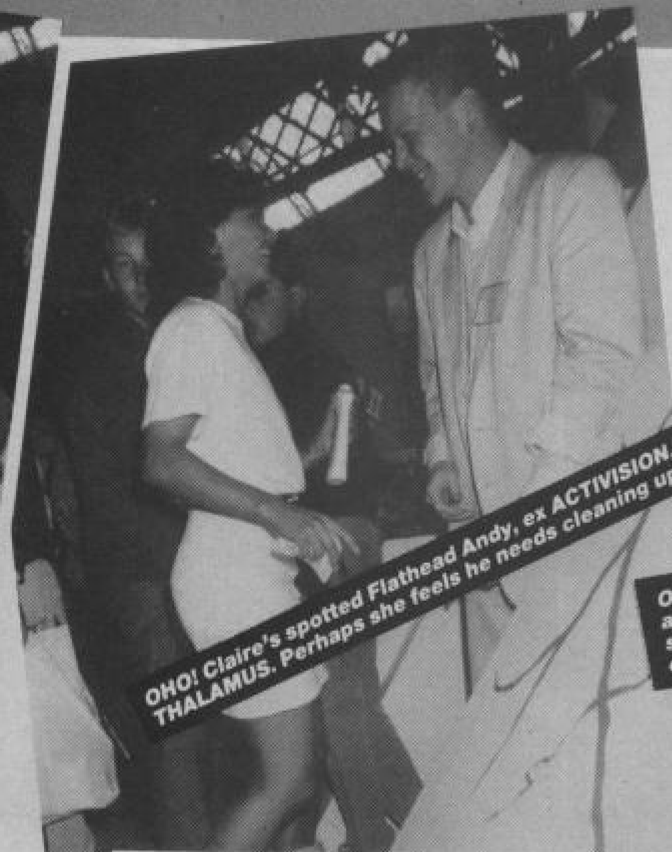
Among the bag of original, non-licensed games is *Prodigy*, a 3D scrolling arcade adventure where you play the role of a synthetic nanny who must guide his baby to safety. There are plenty of things trying to stop you escaping like intelligent mazes (!), lots of self motivated aliens and other such horrors.

Explorer is another 'original' arcade adventure featuring 'billions of views and and enormous map'. Set on a planet on which you've just crash landed, the involves making your way over the map and finding bits of your ship's engine which just happened to drop off during descent. Find them and escape, fail to find them and rot for eternity.

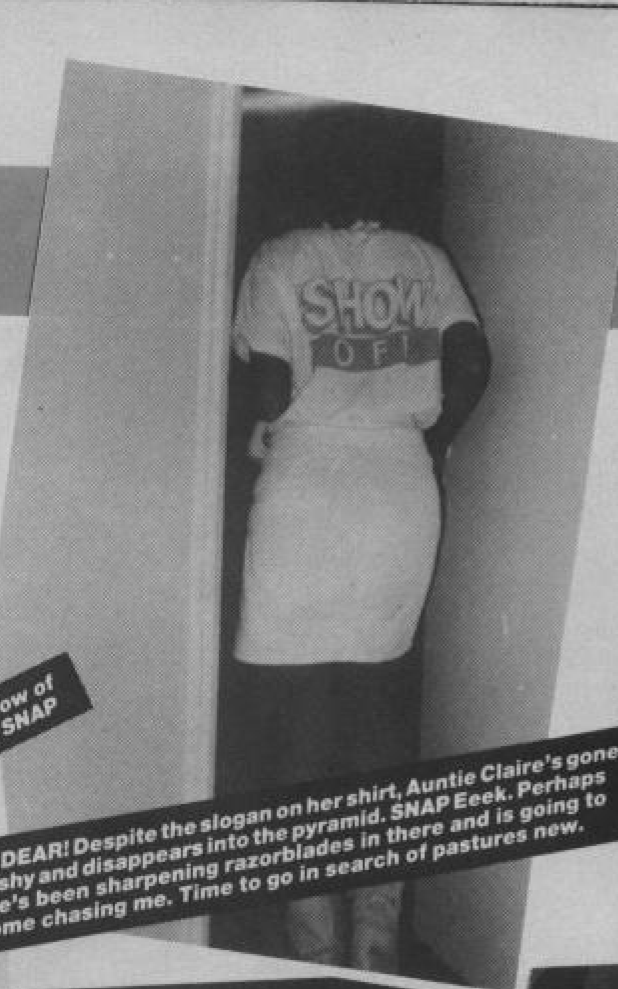
If we describe a one or two player arcade adventure where you have to explore large scrolling mazes in search of treasures, dodge, hack, thump or zap the many denizens which reside within the maze and keep an eye out for



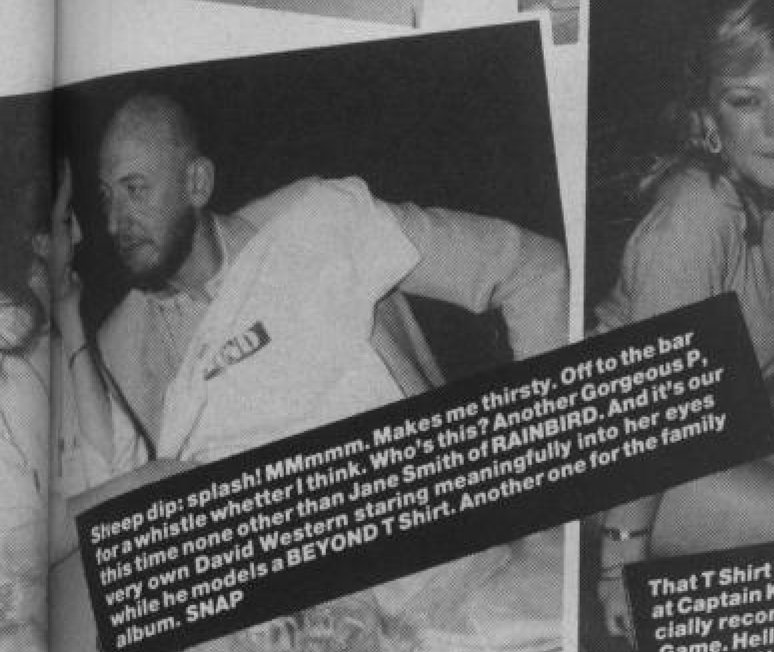
AHA! What's this? It's gorgeous P, Claire Hirsch and it looks like the rotten fellows are making her into a charlady. She's got a duster in one hand and a bottle of scouring cream in the other. Rod Cousens, the Big Cheese at ACTIVISION must have fantasies about THIS cleaning lady!!! SNAP



OHO! Claire's spotted Flathead Andy, ex ACTIVISION, now of THALAMUS. Perhaps she feels he needs cleaning up? SNAP



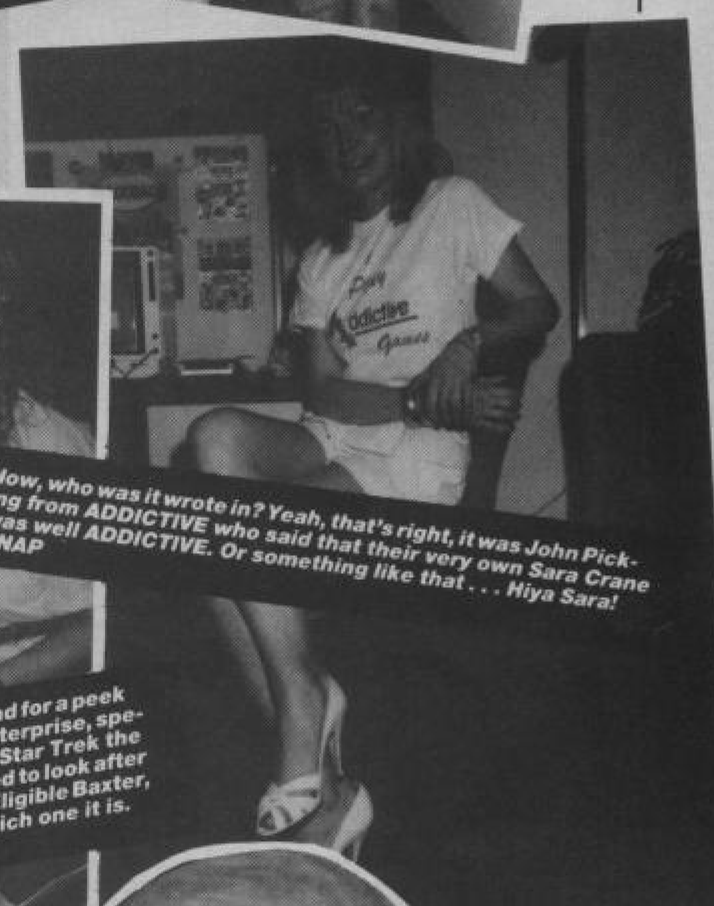
OH DEAR! Despite the slogan on her shirt, Auntie Claire's gone all shy and disappears into the pyramid. SNAP Eeek. Perhaps she's been sharpening razorblades in there and is going to come chasing me. Time to go in search of pastures new.



Sheep dip: splash! MMmmm. Makes me thirsty. Off to the bar for a whistle whetter I think. Who's this? Another Gorgeous P, this time none other than Jane Smith of RAINBIRD. And it's our very own David Western staring meaningfully into her eyes while he models a BEYOND T Shirt. Another one for the family album. SNAP



That T Shirt Reminds me. Off to the BEYOND stand for a peek at Captain Kirk and the bridge of the Starship Enterprise, specially reconstructed for the show in honour of Star Trek the Game. Hello, hello. One of the Gorgeous P's hired to look after the stand is a Page Three girl according to the Eligible Baxter, the man who does PR for Beyond. Wonder which one it is. SNAP



Now, who was it wrote in? Yeah, that's right, it was John Picking from ADDICTIVE who said that their very own Sara Crane was well ADDICTIVE. Or something like that . . . Hiya Sara! SNAP



Phewee. This is hard work. Time for a quiet snooze in the corner of the building. Ho Hum. (Yawn). ZZZzz. . . . AAARGH! WOSSAT? SNAP Phew. Only someone dressed up silly promoting PIRANHA's NOSFERATU THE VAMPYRE. Thought it was Lloyd for a moment. It's about time I headed back for Ludlow — I can't stand any more of this big city pressure . . .

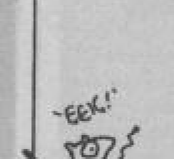
Death, king of the marauding meanies what comes to mind? Yes, *Dandy*, the newie from ELECTRIC DREAMS! That's what the game's about, you'll just have to wait for our review to find more about it.

A frightening prospect is in store for buyers of a game called *Circus of Fear*. A crazy murderer is topping the members of your circus and you must find out how's doing the dirty deeds. Naturally there are more problems than that — for a start you have to take the place of the murdered acts, run your circus AND avoid being killed by the murderer himself. AGGGGHHHHH.

In an age where elements of nature ruled the lands *Chameleon* walked through the eternal realms. The elementals were evil and sought to destroy *Chameleon*, but in their haste forgot that he had the power to destroy them! You play *Chameleon* as he travels through 16 different landscapes, each with 100 3D scrolling screens, to complete his quest.

Hijack isn't a greeting, it's a nasty situation which you must remedy by peaceful means. Using real-time action and windowing systems to display the action you must combine arcade skill as well as figuring a strategy to end a hijack before all hell breaks loose.

All the products mentioned above will retail at £9.99 on cassette and £14.95 disk.





Ah yes! Gaz is hurling more goodies into the audience . . .



The LM Editorial team as you'll probably never ever see them again — all in suits. Gaz Top, the one with the hat, isn't part of the LM Editorial team, so he's not wearing a suit!



Things are happening on stage at the Camden Palace — the audience crowds in, covered in LM T Shirts and Hats. . . .



Jane Stanton reads the script for a camera commercial — part of the competition which ended up with Jane winning a Konica camera kit!

FROM THE TOWERS TO THE PALACE!

A great deal of travelling was done on Thursday 18th September — lots of NEWSFIELD staff members put on their suits, clambered into a fleet of vehicles and zoomed off to London, setting out before dawn. And several hundred CRASH, ZZAP! and AMTIX! readers headed towards a rendezvous in London on the same day.

Why? Well, NEWSFIELD was hosting a party in the famous Camden Palace disco to launch a new magazine to advertisers. Readers of NEWSFIELD's computer magazines were invited to join in the fun at the LM Launch Party.

A tiny bit of 'Us and Them' was involved: while **Gaz Top** (of Get Fresh fame) hosted the disco and gave away lots of freebies on the ground floor of the Palace, the people who control huge advertising budgets and industry figures such as **Ian Stewart** from GREMLIN GRAPHICS, **Tim Chaney** from US GOLD, **Paula Byrne** from RAINBIRD and **Ted Heathcote** from GARGOYLE GAMES looked on from the balconies.

Everyone who managed to get the day off to attend was rewarded with a Limited Edition LM launch party T Shirt, and quite a few people went away with a lot more. During the party, Gaz Top gave away several hundred pounds worth of camera equipment, computer games and dozens and dozens of cheeky red LM hats . . .

Look out for the ad on page 61 which tells you a free copy of LM Issue Zero will be firmly attached to your copy of the ZZAP! Christmas Special.

PLAYING WITH A STOUT GLOVE

The official conversion of *Gauntlet*, the biggest grossing arcade game of all time, is now well underway. The finished article, to be released by US GOLD in time for Chrimble, won't be a conversion of the big four-player game, but is instead a version of the new two player game which is appearing in arcades and pubs throughout Britain. All the original characters are still there, Elf, Wizard, Barbarian and Valkyrie, so there's no worry about you not being able to play the role of your favourite character.

The version of the game we've seen only shows a scrolling demo of one of the levels and some of the features of the game like ghosts, generators, keys, food, treasure, death and so on. The Amstrad version, however, is much further advanced and looks really impressive. Jazza Rignall was strapped to the keyboard of one of Alan Sugar's machines and came away very impressed (and rather stunned) — all the levels of the arcade game are there and it plays very similarly to its coin-op parent. Hopefully the Commodore version will be just as impressive. Anyway, here's a nice screen shot o'er which to cast your beady eye.

DEEP TERROR

Ever had the desire to plumb the depths of Loch Ness? If you have you'll be pleased to know that MIRRORSOFT will soon be able to offer 64 owners the chance to go Nessie hunting in *Terror of the Deep*.

The game is set in Victorian times. Sitting in your unique subaquacraft you must dive into the darkened depths of the loch. There have been reports of strange monsters surfacing at night and marauding about and at least one of the local fishermen has met a mysterious death. The Loch Ness monster has been blamed for the foul deeds, but you know better! So, to clear Nessie's name you decide to dive down, find the horrible monsters for yourself and bring them to justice! Your craft is fitted with all the mod cons you'd expect on a Victorian submarine and the game incorporates a 360 degree view of the aquatic background. Keep an eye out for the review. . . .

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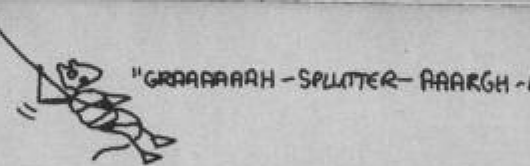
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Trivial Pursuit was programmed by Oxford Digital Enterprises.

DOMARK



TARZAN SWINGS IN FROM MARTECH

MARTECH are launching a new arcade adventure based on the legendary character created by Edgar Rice Burroughs — Tarzan, Lord Of The Jungle. The game centres around a wild, passionate love affair between Tarzan and his voluptuous mate, Jane. Poor old Jane has been captured by a tribe of hostile natives who are planning to have medium rare Janesteaks with a nice red wine sauce. Tarzan, as you would probably guess, is slightly miffed, and so sets off into the perilous jungle in search of her.

The jungle is very big and it is easy to get very lost and terribly confused — surprising really, Tarzan is supposed to know it like the back of his hand. Some of the animals are friendly and are acquainted with his peculiar talent of swinging through trees, but some are not and attack our Tarz viciously. He must engage in fierce hand to paw combat with aggressive members of the animal kingdom and fight more traditionally with tribespeople.

Apparently Tarzan will not rest until he finds Jane, or until he dies. All this and more could be yours for a mere £8.95 on cassette.

OOPS DEPARTMENT

Part One

The folks at DATABYTE have been in touch to point out that *Boulderdash Construction Set, Montezuma's Revenge* and *Spy Vs Spy III* are all going to be released under their label. We said ZOOMSOFT were producing the games. Odd sort of typing error, that. Sorry DATABYTE!

Part Two

Following our interview with Chris Butler a couple of issues back, Mike Mahoney of ALLIGATA dropped us a line to put the record straight, ALLIGATAwise. Here's Mike's letter in full:

Dear Sirs,

I read with interest your interview with Chris Butler in the September issue and would like to correct the inaccuracies printed, about the dealings Chris Butler had with Alligata Software Ltd.

Firstly, Chris Butler did not receive wages from Alligata Software but was paid purely on a royalty basis.We agreed to pay an advance of £1200 per month until the royalty earnings started maturing.

Mr.Butler decided he couldn't work in an office environment or get up before noon and Alligata agreed to allow him to work from home.

After 12 months he produced 2 products,Hypercircuit and Z.

Working at that rate we could not forsee his royalty earnings surpassing the monthly payment we were making and advised him to find another job, when the current project had been completed.

He did not leave because Alligata could not pay his wages but because Alligata did not wish to pay any more upfront money.

You know the rest,he went to Elite and has produced some top quality work and good luck to him.

Thanks for the opportunity to put the facts correctly.

Yours faithfully,

MJM

M.J.Mahony
Managing Director
Alligata Software Ltd



Stomping through the Palace Gardens on the quest to retrieve the sacred scrolls. Doubtful whether this is really the LAST NINJA you'll see on a Commodore screen . . .

SYSTEM 3'S LAST NINJA

The end of November should see the release of *The Last Ninja*, an oriental arcade game with adventure overtones. **Marc Cale** of SYSTEM 3 tells us the game is being written by a team of quote: 'professional programmers', with graphics by **Bob Stevenson** (of FIREBIRD loading screen fame). It will be multiload, which is hardly surprising as it features around 150 flip screens of detailed backdrops and hundreds of sprite definitions.

With your good self in the role of the Last Ninja, the object of the game is to make your way through the wilderness to the Shogun's palace, where you must retrieve the Sacred Scrolls, stolen from the Ninja's temple.

Rivers, bogs and mountains must be crossed, and karate men, dragons, bears, and eagles (amongst other things) attempt to thwart your progress. Fortunately, there are plenty of weapons and fighting moves available, such as nunchukas, swords, daggers, spears, fighting stars — and even Ninja magic!

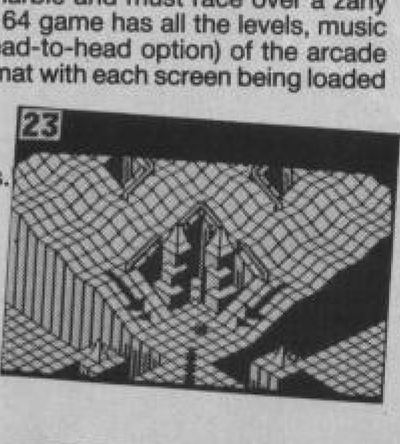
In certain parts of the adventure, puzzles need to be solved. A fair bit of timely leaping and lots of fighting are also involved. A price and accurate release date are as yet uncertain, although, the plan is to have the game out in time for Christmas.

MARBLE MADNESS IS HERE AT LAST

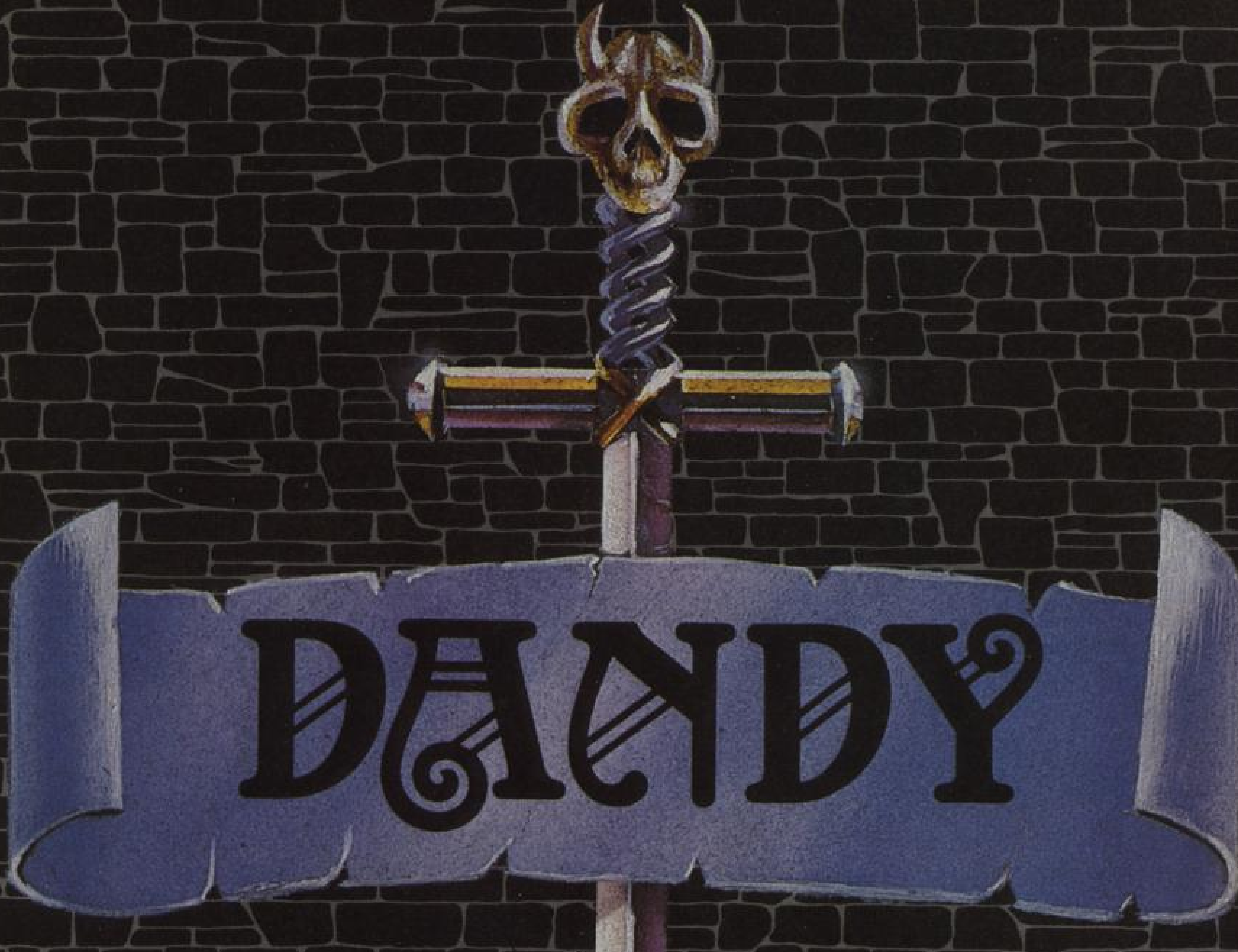
Yes it's true, honestly! THE ELECTRONIC ARTS/ARIOLASOFT coin-op conversion of ATARI's legendary arcade game has finally made it to the 64 and the ZZAP! offices. The only trouble is that the copy arrived after our reviewing deadlines had expired — consequently we can only write a bijou news itemette about it.

If you haven't heard of *Marble Madness* you must have been lost in the peaks of the Himalayas for the last two years. Just in case you've been wandering, lost, in the high altitude snow — here's a quick precis of the game. You take control of a marble and must race over a zany racecourse to the finishing post. The 64 game has all the levels, music and features (even the two player head-to-head option) of the arcade game, although it's on a multiload format with each screen being loaded independently.

Our reviewers have had a couple of goes on it, but you'll have to wait until next month to hear their opinions. Anyway, here's a picture for you to have a look at in the meantime . . .



Part of the tortuous course that has to be traversed in the Commodore version of MARBLE MADNESS



All that's gold does not glitter. In fact some peoples dungeons can be a right royal let down.

Dandy is the massive arcade adventure that takes you through some of the most detailed dungeons you've ever seen. Either solo or with a (brave) friend you can hack, thump and zap your way through spectres, necromancers and other dungeon-dwellers whose concern for your health and well-being is zero.

They have their reasons of course. They're guarding a massive treasure hoard which you, if you're quick, can stuff into your amazingly capacious swag bag.

Dandy is the ultimate dungeon. Enter at your peril!

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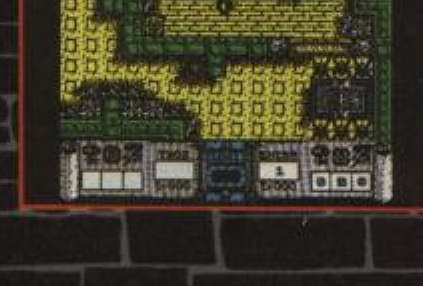
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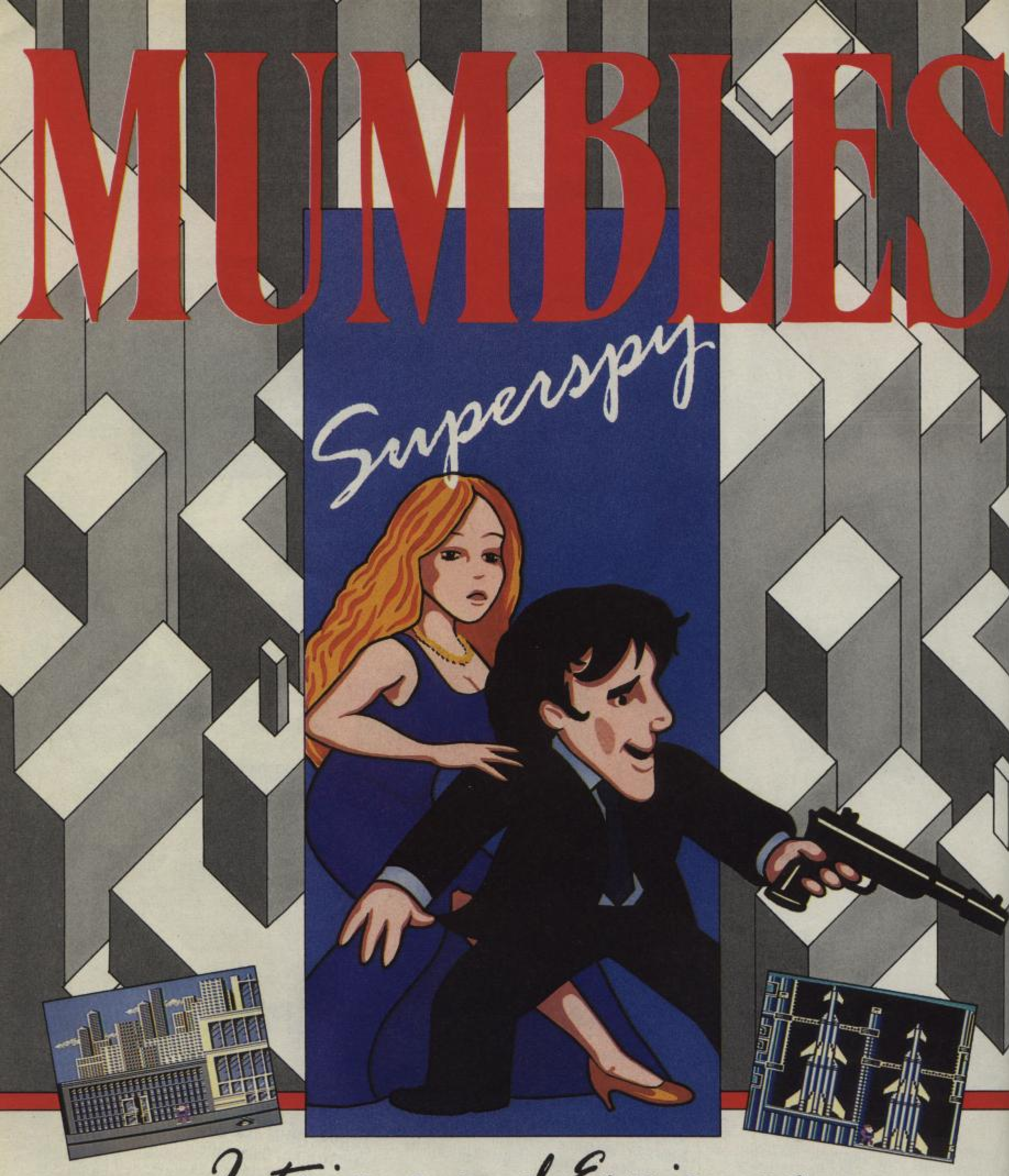


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ZZAPSTICK!

The Autumn Collection

Joystick Reviews

There comes a time in every plastic molecule's life when it must be pushed to its limits; when it must prove its resilience to constant pounding and waggling. That occasion has arisen once more . . . The fifth in the continuing series of ZZAPSTICK!, an everyday tale of joystick folk . . .

Each joystick is put through a series of gruelling tests, and is rated with a special marking scheme which accurately reflects the results of the tests and our opinions in general.

Do the suckers suck? Does the shaft bend with over-use? Does the stick feel good? And perform well? We answer all these questions, and more, in our search for ultimate joystick fulfillment.

All joysticks are tested on several different games, such as *Monty on the Run*, *Sanxion*, *Decathlon*, and *International Karate*. These games were chosen because we think that they bring out the the necessary requirements of a joystick. For example, *Monty on the Run* is used to see how responsive/sensitive a joystick is for pixel perfect jumps. *Sanxion* requires all round quick responses, while *International Karate* demands precision and easily obtainable diagonal movements.

Decathlon, on the other hand, is a renowned joystick destroyer, and thus requires a tough, durable joystick. If a joystick is still in one piece after such hefty pounding, then it is taken through the other games again to see how well it has 'worn in'. We also consider how comfortable and practical a joystick is to use. It's all very well having a responsive, durable joystick, but if it's awkward to use . . .

Well, there you have it. If a joystick can stand this much punishment from a ZZAP! reviewer, then it's sure to serve you well.

EUROMAX PROFESSIONAL PLUS

Supplier: Euromax Electronics Ltd, Pinfold Lane, Bridlington, North Humberside YO16 5XR. Tel (0262) 601006/602541
Price: £19.95

Oooh, a designer joystick? Well I never! Yes, in the Autumn Collection we have the *Euromax Professional Plus*, a very trendy stick indeed. The chic black casing is adorned with two yellow fire buttons and a matching yellow bangle at the base of the shaft. Mmm. But does it perform as good as it looks? Well, it just goes to prove how wrong first impressions can be . . . the answer is most definitely YES.

Although seemingly loose to begin with, it doesn't take long to get used to the **feel** of this stick. Using microswitches, the *Pro Plus* provides a responsive click when pushed in the desired direction. Positioned neatly at the side is the autofire on/off switch, and unlike many other joysticks it stays firmly in position rather than slipping to **off** at inopportune moments.

The stick has a 'medium' length of travel which results in a great combination of speed and precision when performing frantic movements. It proves precise on *Monty On The Run*, with hardly a fault while jumping. On *Sanxion* it responds superbly to quick, sharp movements when dodging the ships and also works well on the bonus section which requires smooth articulate movements — the autofire proves very handy indeed!

With *Decathalon* there were no problems at all in retaining consistency, and the stick performed superbly.

The *Pro Plus* worked well, too, with *International Karate*, with diagonal movements so accurate, the opposing fighter was bashed to the floor without ever a second thought.

Although twenty quid may seem a bit steep for a joystick, this one is well worth it as it seems to have no faults. It looks good, plays well, and appears to stand up to virtually any degree of punishment.

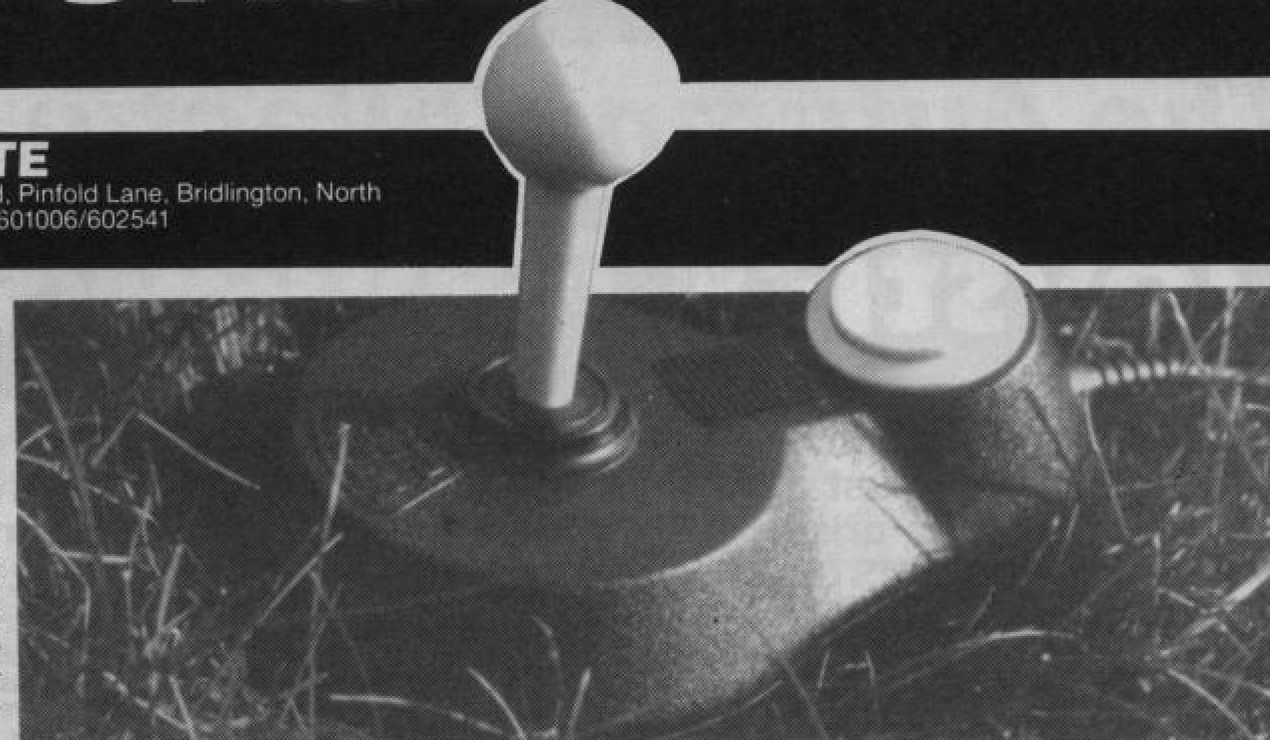


Responsiveness: Stick 95%
The stick feels 'worn in' from the outset, and thus performs extremely well.
Responsiveness: Button 98%
Excellent, with or without the autofire.
Ergonomics 92%
Looks great and is surprisingly comfortable to hold.
Durability 97%
A veritable plastic masochist.
Value For Money 90%
Expensive, but very few joysticks offer as much for less.
Overall 97%
Everything you ever wanted from a joystick.

ZZAPSTICK!

EUROMAX ELITE

Supplier: Euromax Electronics Ltd, Pinfold Lane, Bridlington, North Humberside YO16 5XR. Tel (0262) 601006/602541
Price: £16.95



What the *Elite*'s designers have aimed for is obviously a stick that looks normal but has different features in an attempt to make it more attractive.

At first glance the stick appears to have been constructed with two circular pads, one of which houses the stick and the other for the fire button. The shaft is quite thin, and tapers towards the base. Like most modern joysticks the *Elite* employs the use of reliable microswitches which provide the stick with a more positive feel.

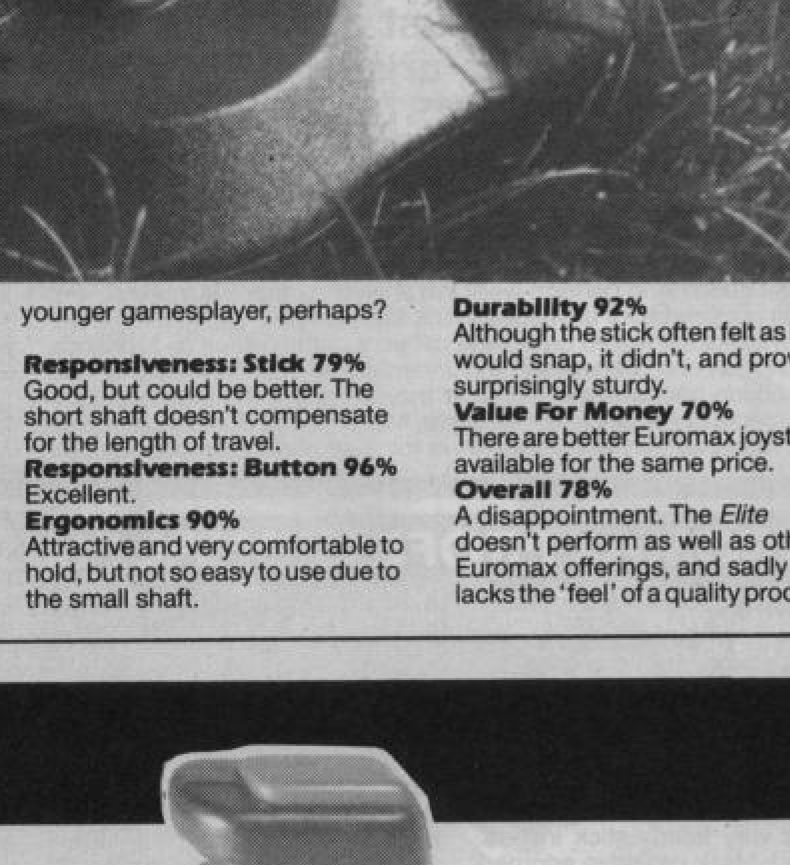
Onto the testing ground ... Hmm. On *Monty On The Run* it had a certain accuracy, mainly due to its short length of travel. On *Sanxion* it felt slightly loose, particularly where sudden accurate movements were needed. The shape of the stick lets it down in *Decathalon*, as it is too small for most people to get an accurate waggling movement going, but with that said it might prove useful with younger people who have delicate little pinkies. *International Karate* was a bit of a let down as the diagonals are a fiddly to obtain, again due to the looseness of the stick.

Evidently, this stick might have some specialized uses but as an allrounder the *Elite* really doesn't come up to the mark. It looks great, but feels strangely delicate — as if it might break with the slightest over-exertion. One for the younger gamesplayer, perhaps?

Responsiveness: Stick 79%
Good, but could be better. The short shaft doesn't compensate for the length of travel.
Responsiveness: Button 96%
Excellent.
Ergonomics 90%
Attractive and very comfortable to hold, but not so easy to use due to the small shaft.
Durability 92%
Although the stick often felt as if it would snap, it didn't, and proved surprisingly sturdy.
Value For Money 70%
There are better Euromax joysticks available for the same price.
Overall 78%
A disappointment. The *Elite* doesn't perform as well as other Euromax offerings, and sadly lacks the 'feel' of a quality product.

MACH 1

Supplier: Cheetah Marketing, 1 Willowbrook Science Park, Crickhowell Road, St Mellons, Cardiff CF3 0EF. Tel: (0222) 777337
Price: £14.95



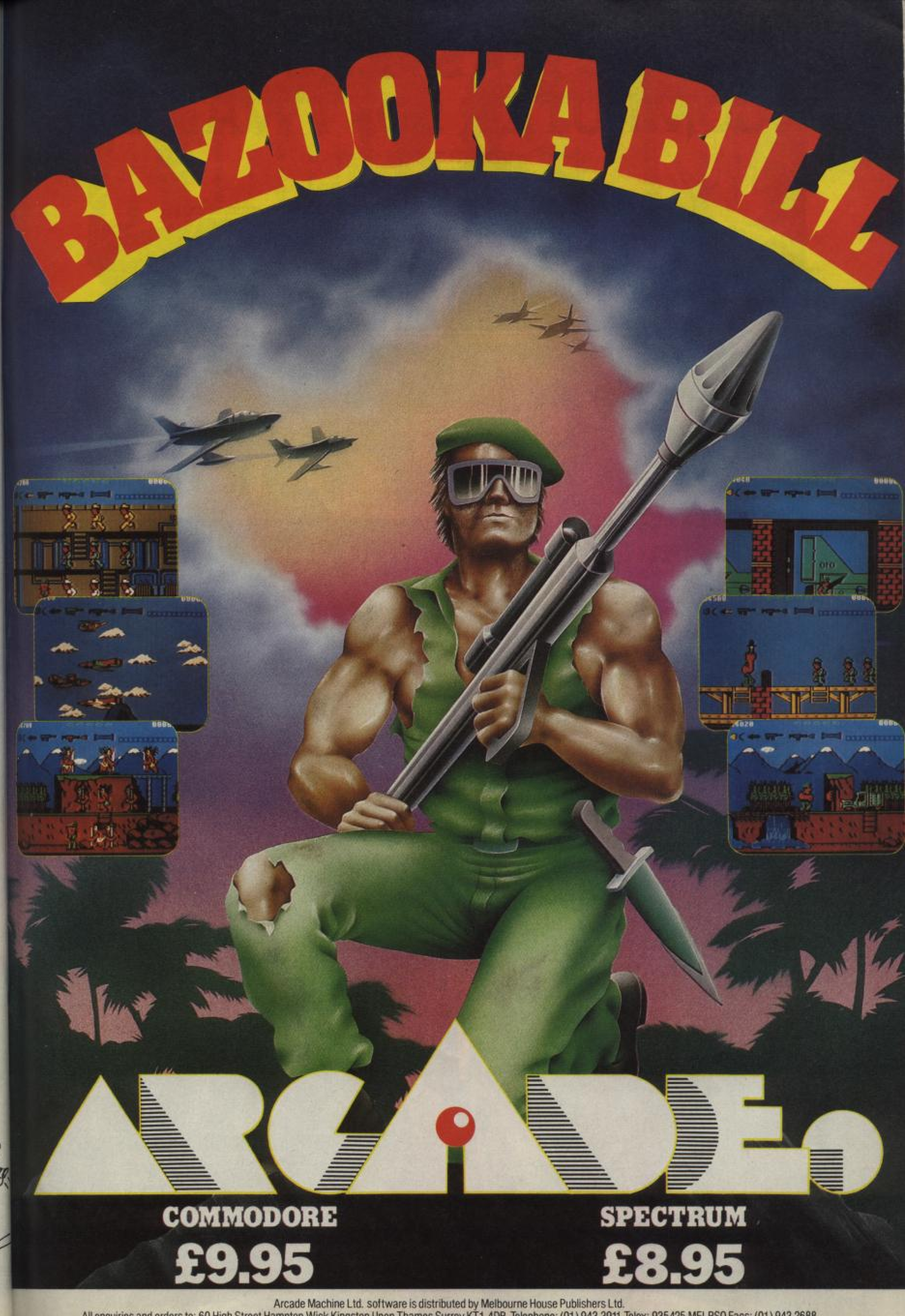
Following hot on the paws of the *Cheetah 125* comes a microswitch version called the *Mach 1*. It has, apparently, taken nine months to develop, and is equipped with microswitches. It also includes a 'high grade' metal shaft and a moulded grip which proves comfortable to hold.

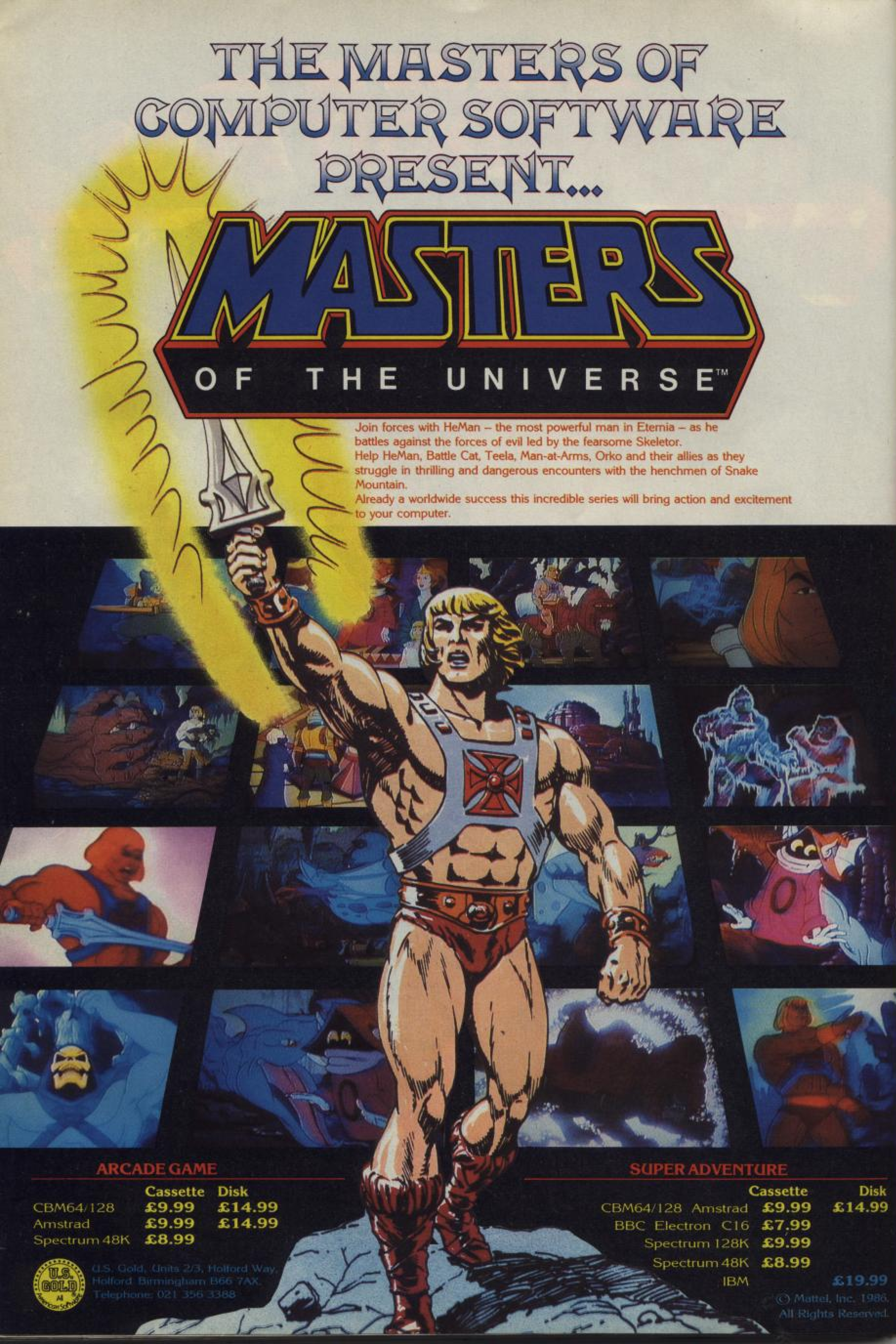
Unfortunately, despite all apparent development, it is lacking in a few areas. It doesn't feel particularly sturdy, although it must be said that there were no major problems encountered during playtesting. Its length of travel is far too long, making most of the games tested surprisingly difficult to play. The base fire buttons aren't overly responsive and need to be 'worn in' — which takes time. The top two fire buttons are basically superfluous as they don't perform at all well.

Diagonals aren't too easy to obtain, and when playing *Monty on the Run*, *International Karate*, and *Sanxion* we found the *Mach I* frustratingly unresponsive — again, due to the long length of travel. The base houses an on/off slider switch for the autofire, which performs well enough.

Cheetah have a joystick which looks and feels good, and plays quite well. There are better joysticks available for a little extra, but even so the *Mach I* is worthy of consideration.

Responsiveness: Stick 77%
Responsive, although slow to react to quick movements due to the long length of travel.
Responsiveness: Buttons 81%
The microswitches in the base fire buttons are responsive and provide a positive feedback. The top fire buttons are poor, though.
Ergonomics 90%
Comfortable to hold and use, although the base fire buttons occasionally prove awkward.
Durability 82%
Internally sturdy. Externally, the stick seems quite weak.
Value For Money 74%
Not overly expensive for what it offers.
Overall 80%
A good joystick marred only by seemingly weak external construction and a long length of travel.


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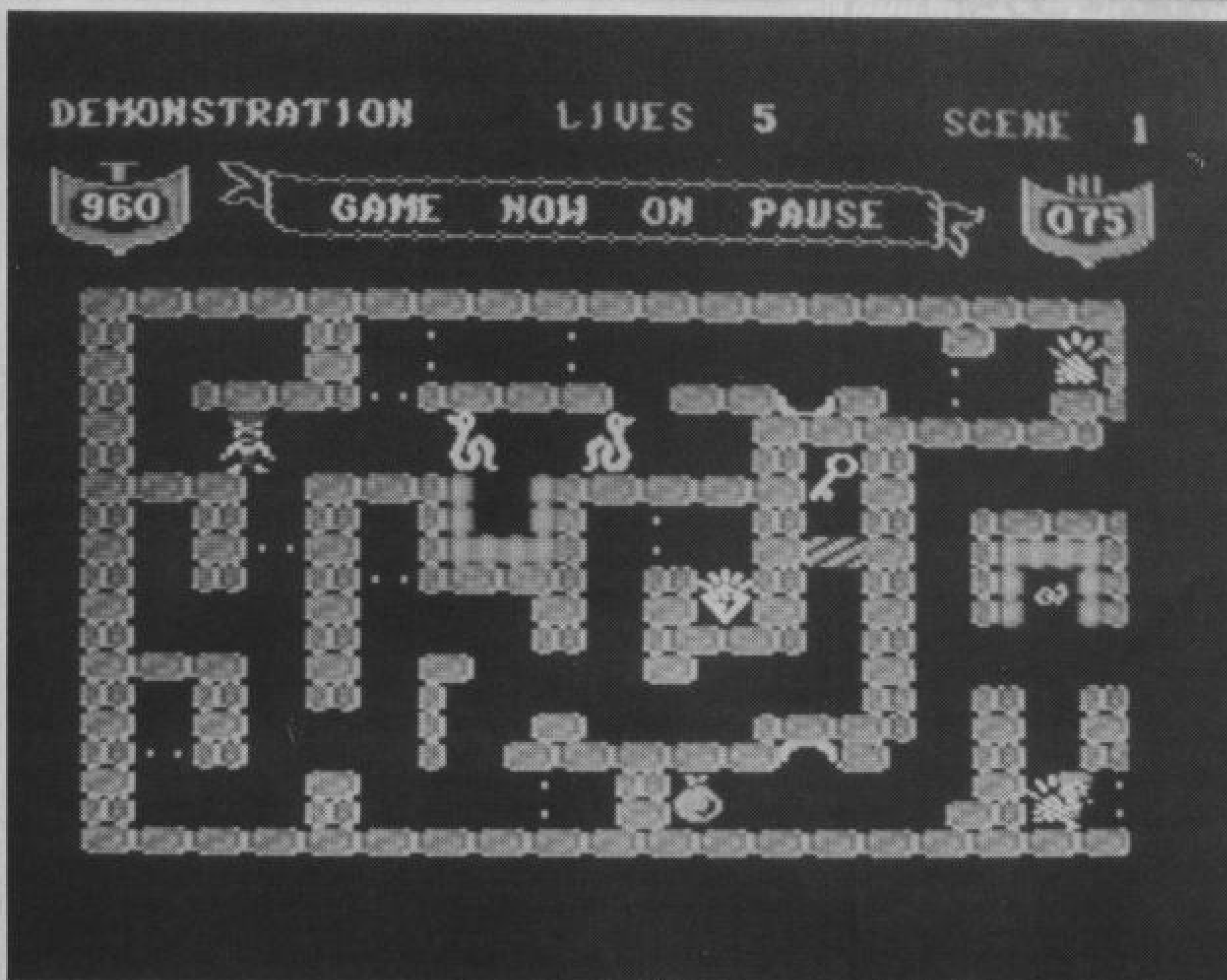

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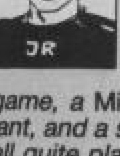
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THE LEGEND OF SINBAD

Superior Software, £9.95 cass, £11.95 disk, joystick only



Many, many years ago in the golden age of Caliph Al-Rashid, there lived a dashing young sailor called Sinbad. There have been many stories told of his adventures, in books, on television, and in the cinema. There have even been computer games allowing you to take part in those adventures. Now, we have another version of his story, courtesy of Superior Software's latest release.



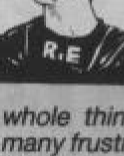
This program is effectively four games in one — a Tutankhamun *variant, a platform game, a* Missile Command *variant, and a shoot em up. They're all quite playable and addictive, and will certainly take a fair bit of cracking. The graphics vary from quite good to rather poor, and the sound is very pleasant with different tunes for each screen. The whole program is very well presented and offers quite good value for money if you're interested in this sort of thing.*

Sinbad has got himself into a bit of a fix. He's been kidnapped and thrown into the deep, dark dungeons of the evil Sultan Salabim. You must take control of Sinbad and guide him to safety, a task which involves going through several screens of arcade action.

The game starts with you locked in the Sultan's maze-like dungeon. To escape from the prison you must first collect two keys, then unlock the two hefty padlocks securing the door. The big problem is that the keys are held under a magic spell which can only be broken if eight pieces of treasure are collected. Hazards are in the form of magic gates which flash on and off, and guards which kill on contact. Luckily, you can shoot at the guards, although only horizontally.

If you manage to escape from the prison, you have to make your way through the upper rooms of the fortress to freedom. Here the action takes the form of a platform game in which you must leap around a screen killing as many guards as possible. If a guard hits you four times, then one of your five lives is taken. The captain of the guards, recognizable by his shiny green helmet, is a bit meaner and only has to touch you once to take a life. When you've managed to kill all the guards you are transported to the next screen.

Here, you have managed to steal a train of camels and must ensure their safe passage through the desert. Unfortunately, the Sultan has learned of your escape and is using his magic to fire objects at your train. Using a crosshair sight and anti-magic bursts of power, you must shoot the evil projectiles out of the sky before they hit your dromedaries.



I have seen so many variations on this theme that I am rapidly getting bored with the whole thing. There are far too many frustrating elements within this game to make it worthwhile or enjoyable — especially in the Tutankhamun *section which seems remarkably unplayable. For example: when you attempt to go through a passage guarded by the pulsators your timing has to be so precise that it makes the whole thing too tedious to play. This game might appeal to some, but it does very little for me.*

If you manage to get your camels through the barrage of flying doobries, then you leap aboard a handy magic carpet and prepare to meet the now-enraged Sultan in a deadly final conflict. First, he sends his pets to do battle, the giant fire spitting Roc birds. If this wasn't bad enough, he also lobs his troop of elite magic carpet riding guards into the fray. Luckily, you've still got your anti-magic gun and can shoot bursts of power at the marauding meanies.



There are many unoriginal and derivative elements within this game, all of them old, tried and tested, and dull. The camel in the Missile Command *variant is animated like the main sprite in* Revenge of the Mutant Camels, *and I'm sure that I've heard most of the soundtracks before in* Tales of the Arabian Nights. *As for the four 'games' . . . well, with the exception of the* Tutankhamun *variant — which is frustrating but quite playable — they're all rather repetitive and boring to play. Sinbad isn't awful, but it's overpriced for what it offers.*

If you manage to beat off the attack, the Sultan gets really peeved and throws such a wobbly that he turns himself into a fat dragon. This ten-ton fire breathing lump of reptile is really nasty, and it takes fifteen hits of anti-magic to bring it down. If you are able to get the correct amount of shots on target, then you have beaten the Sultan and a large number of bonus points are awarded.

After completing each section of the game you are given a password which you can type in whenever you load the program, thus eliminating the need of going through the same screens every time.

Presentation 89%
The program tells the story as you progress from screen to screen, and there's a useful option which allows you to skip levels.

Graphics 61%
Vary on the different screens, but overall they're quite jolly.

Sound 75%
Five different tunes set a suitable atmosphere.

Hookability 62%
Simple gameplay and objectives make the game easy enough to get into.

Lastability 59%
All the screens are fairly difficult, but you can always skip them once you've completed them.

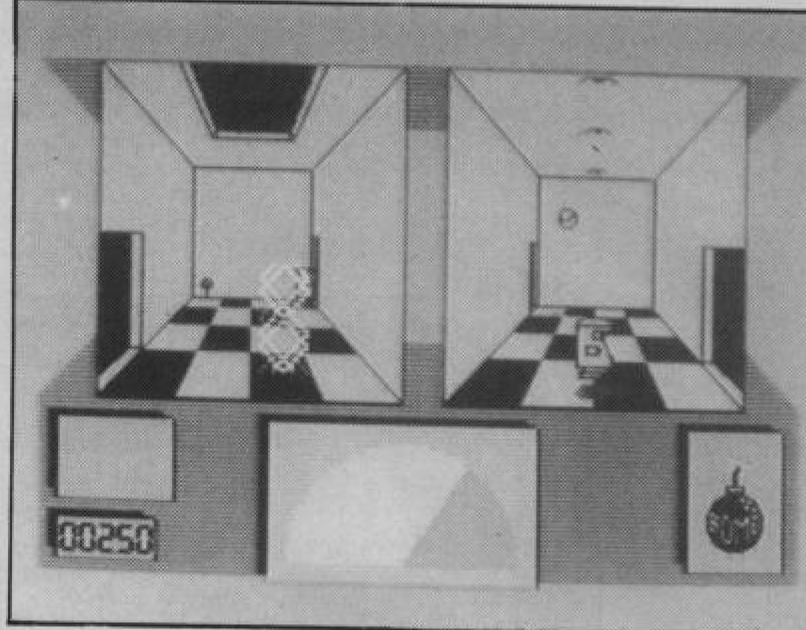
Value For Money 59%
Four reasonable games in one, offering good value — if you're interested.

Overall 60%
Not a brilliant game, but it's playable and the four screens are varied.

ZZAP! TEST

DEACTIVATORS

Ariolasoft, £9.95 cass, joystick only



Deactivators puts you in a rather responsible position — the head of security at the local high-tech office block. The job, up until now, has been a rather cushy number requiring you to just sit there throwing occasional glances at your bank of video screens. Up until now . . .

Suddenly, the alarm system goes completely haywire, throwing you into a state of panic. Within a few moments you've punched up the relevant rooms on your monitors and located the problem. Whilst in your catatonic state you failed to notice a group of terrorists slip into the complex and plant a load of bombs. On further investigation you also discover that someone has got axe-happy with the central computer, smashing up many of its PCBs, effectively restricting your control over monitors and remote control doors. Oh well, it sounds like a job for *The Deactivators*, a specialist team of robots put directly under your control.

It is your task to repair the computer and dispose of the bombs (sadly, there is no way of defusing them). Although the Deactivators are a team, you can only control one robot at a time. Choosing which droid you wish to control is done by using an icon system. Once you have selected the desired droid you can move it anywhere you like, within the limitations of the screen. Other actions, such as picking up pieces of circuitry or bombs, throwing, or changing droids, can be performed by using other icons.

Your first task is to collect the pieces of circuit board and put them back into the computer. Each time you do this, new sections of



This is a very original puzzle game which is both challenging and fun to play. Controlling what goes on is done with a very good icon system, and using them you can whizz your droids around and lob the bombs with ease. The graphics are quite unusual and portray the action nicely, although the sound is a bit iffy. If you're after a decent frenetic puzzle game, then take a look at this, it's good.



This is a game that grows on you slowly. The initial levels introduce you to the basic ideas, and the higher levels are very difficult and require a lot of perseverance. The sound effects and music are good, and some of the graphics effects are very clever. It's not a game that will appeal to everyone, but if you're prepared to take time out to do a bit of mapping before you sharpen your reflexes, then this game could be for you.



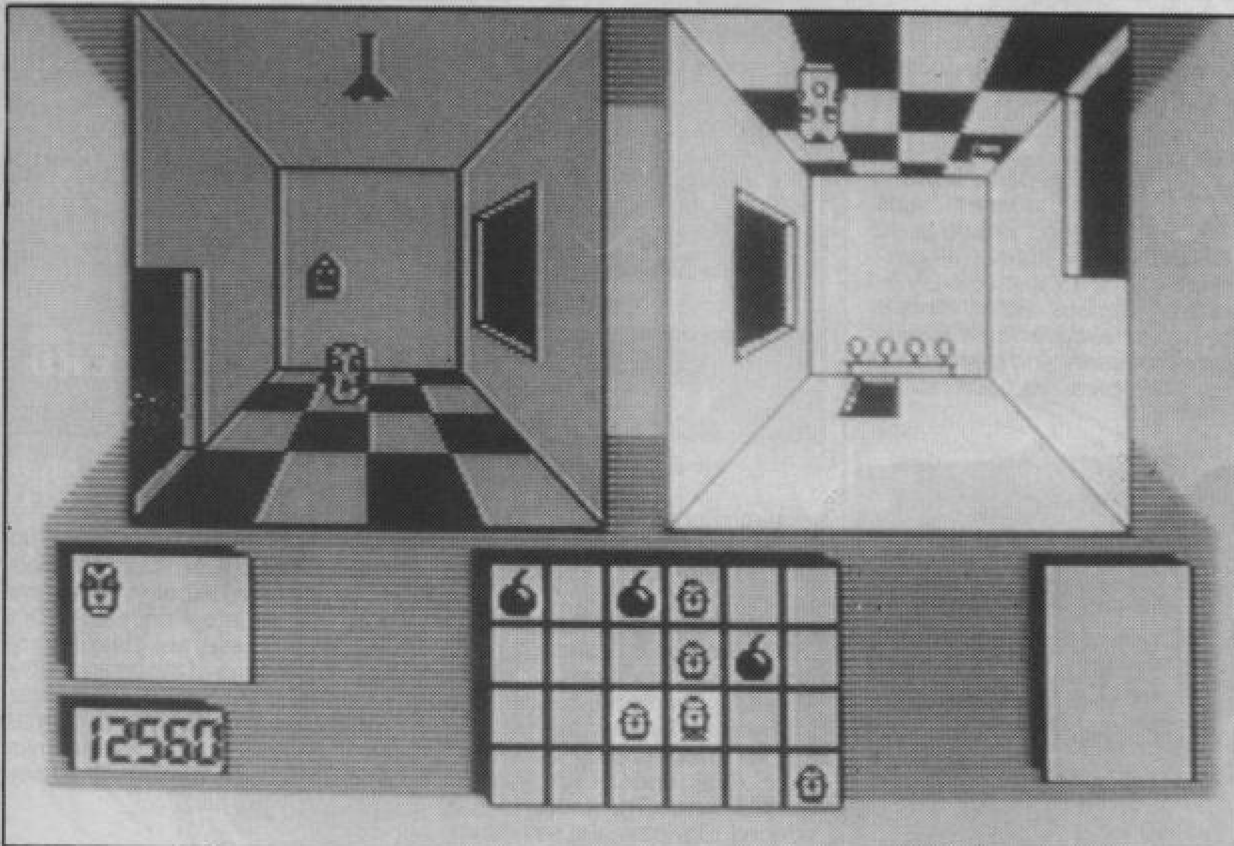
As arcade puzzles go, this is a competent one. It's very original and highly playable, although it does prove frustrating at times — especially on later levels. The graphics are quite simple, but very crisp and effective. The spot FX are also very good, but the music is repetitive and highly irritating. Fortunately, it can be turned off. Deactivators has plenty to offer, and I can thoroughly recommend it to anyone who likes this type of game.

the buildings open up, allowing you to reach the bombs and thus complete your bomb disposal task. Each bomb is set to go off after a certain amount of time, and that time becomes significantly diminished as a bomb is lobbed about the place.

Many rooms don't have doorways between them, so the only way a bomb can be passed on to another droid is through one of the many windows throughout the building.

Just in case you think this sounds easy, there are even more problems . . . When the axeman reprogrammed the computer he destroyed a robot recognition circuit, making many of the regular security droids renegade. Consequently, you will always find one chasing a member of the Deactivator team. When a Deactivator is deactivated the security droid won't chase, but as soon as it starts moving again the chase continues. If it catches up with your Deactivator it will destroy it, so care must be taken to ensure that this doesn't happen.

On later levels strange things happen to the building. The gravity in certain rooms changes in strength, and other rooms turn on their side, or even upsidedown!



Presentation 89%
Plenty of useful options and an easy to use icon system.

Graphics 79%
Unusual, but effective monochromatic graphics.

Sound 70%
Good spot FX and a simple tune which can prove irritating.

Hookability 79%
Clear game objective and easy to use icon system makes playing.

Lastability 80%
Five levels of frenetic deactivating.

Value For Money 79%
Plenty of frustrating nights on offer for a tenner.

Overall 82%
A very good and highly original puzzle game for people who like to use their brains as well as their joysticks.

ZZAP! TEST

NINJA

Entertainment USA, £2.99 cass, joystick only

Why is it that most of the inhabitants of the Oriental East seem to, at some point in their miserable lives want to be Ninja's, and the only possible way of fulfilling this dream is to appear in a bash em up Karate game?

This one is set, surprising as it may seem, in an Oriental temple far out in the mystical east. Many Oriental types have come to worship here, and now, after years of the temple being a hallowed place it has been desecrated. It has been invaded by a monstrous hoard of killer Ninjas, who have captured the voluptuous Princess Di-Di and locked the poor girl in the uppermost turret of Ninja Towers. However, it's not just a case of opening the door and letting her out — no Ninja killer would let that happen.

In every room at least one Ninja has been placed to defend their apparent right to Princess Di-Di. To get past them you will have to attack them using several traditional Ninja fighting moves — thirteen in total. When you begin to attack them a small bash meter appears at the bottom of the screen, showing the resilience of both you and your opponent. The idea is to continually bash each other until one of the meters reaches zero. The loser is then reduced to a pancake sized lump of rotting human flesh, leaving you to battle it out on another occasion or die very slowly.

As well as the good old fist manoeuvres, you are in possession of a deadly sword which will easily lop your opponents head off. You can also pick up fighting stars which you can throw about.

As you make your way up through the tower there are idols which have to be collected to give you access into Princess Di-Di's chamber. These are heavily protected by some of the most deadly Ninjas of the lot, so if you can get past this violent bunch, then you can surely get your Oriental mits on Di-Di and have your wicked way with her. (Har, har)!



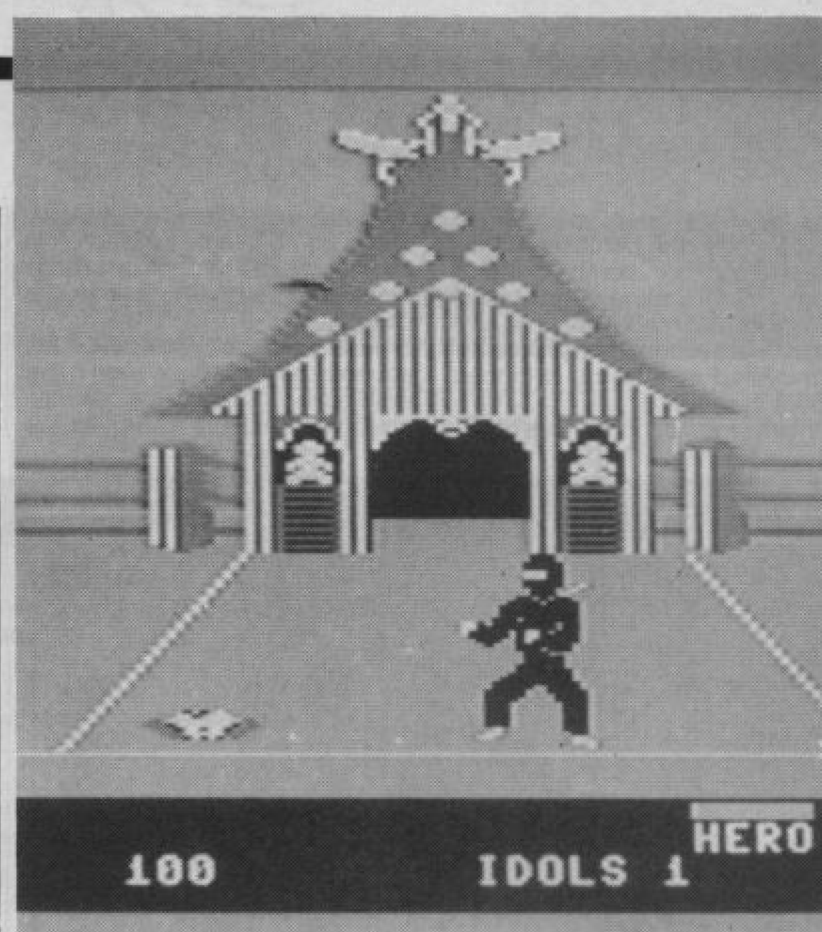
This game is awful. It doesn't look good, sound good or play at all well. It's just so easy — and very tedious with it. Ninja is the worst excuse for a karate game I've seen, and even at 299 pence it represents poor value.



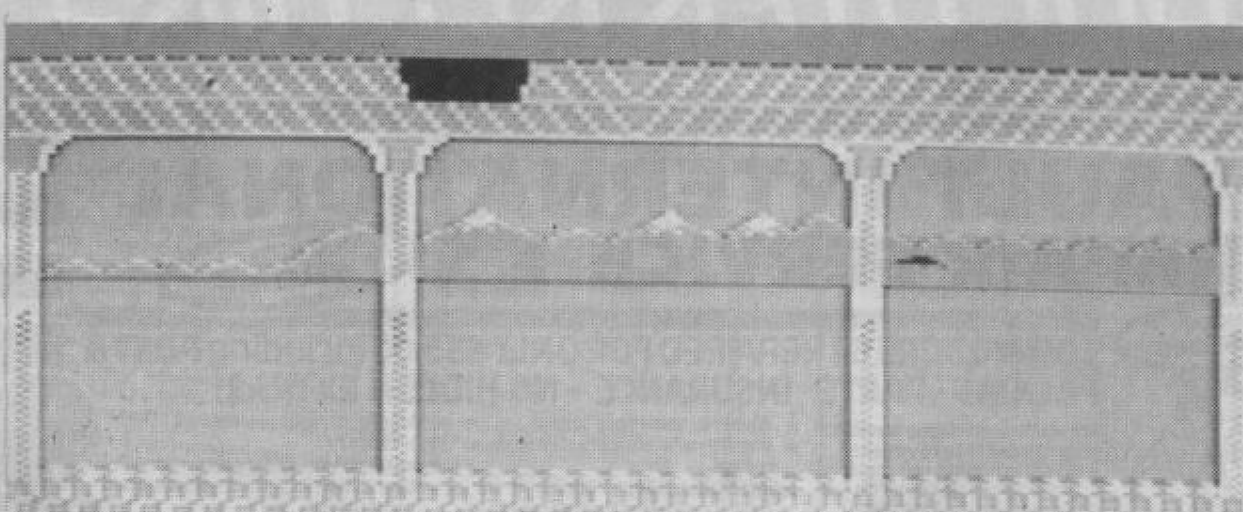
I've just about had it up to (waving hand somewhere above his head) here with grotty Ninja orientated games. Face up to it guys, they're becoming really monotonous now — especially this one. Ninja is so ridiculously easy it's unbelievable. It's possible to kill every opponent by using the low kick, and thus make it to the turret in no time at all. The graphics are not at all atmospheric and the game may as well be set in a ordinary block of flats. This game has put me off playing any more Ninja games and I am dreading Fist II, Avenger, Return of the Ninja Warrior, etc.



Not another Ninja game? Yes, I'm afraid it is, and it's not very good at that. The game is ridiculously easy to complete — falling off my chair is more difficult, challenging, and addictive. The graphics are really substandard, and the sound is pretty grotty too. Why doesn't somebody come up with another genre of games? Ninja games are boring, especially when they're as crummy as this.







Presentation 40%
Adequate instructions but little else.

Graphics 31%
Simple sprites and backdrops.

Sound 22%
A few weak jingles and spot FX.

Hookability 37%
Easy to get into — too easy.

Lastability 19%
Undemanding and dull.

Value For Money 30%
There are better games available for less.

Overall 25%
One of Mastertronic's weakest releases.

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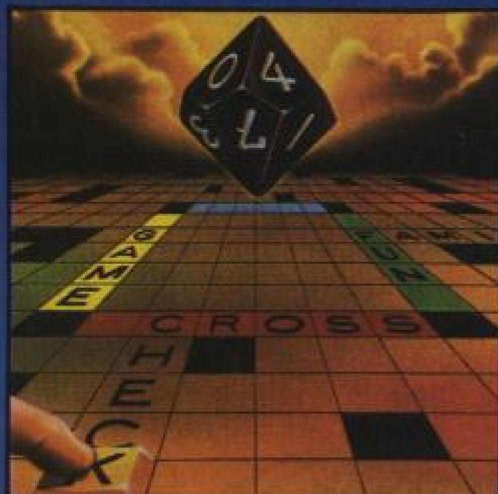
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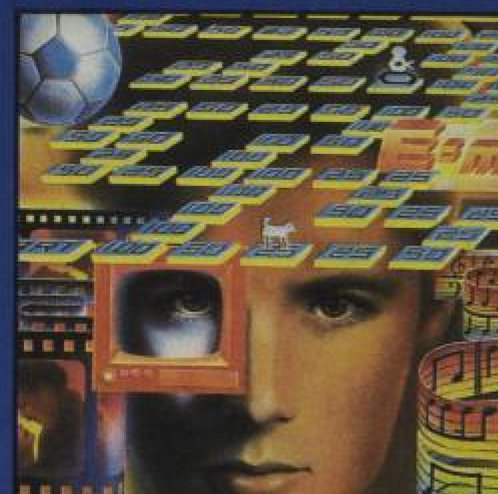
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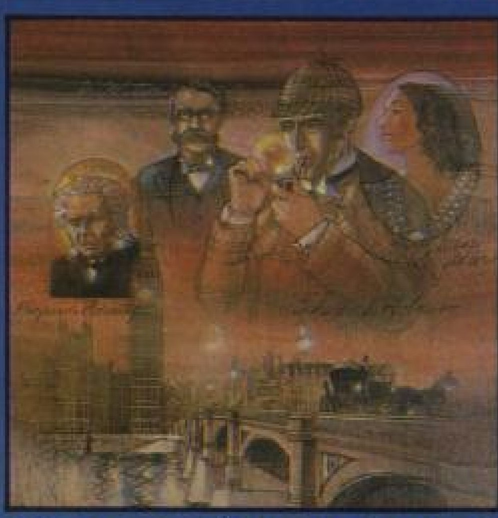
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ZZAP! TEST

SANXION

Thalamus, £9.95 cass, £14.95 disk, joystick or keys



East/West relations have always been based on mutual friendship. If one side does something to annoy or provoke the other then the relationship turns sour until the diplomats clear up the mess. The 'friendship' has steadily declined since the announcement of the Star Wars program, but when the Americans discovered that somebody had been tampering with their satellites, things went from bad to worse. With a complete breakdown of diplomatic relations, a worried world waited for the buttons to be pushed . . .

And then, a massive radio signal burst from the Arctic circle, attracting the attention of those about to start the Armageddon. A hasty investigation discovered that the signal had been transmitted from a crashed alien military craft. But by the time an expedition party arrived at the scene the alien was dead. Nevertheless, both body and craft were in a remarkably good condition and both were brought back to civilized areas for examination. Over the following months eminent scientists studied the craft and its contents, and began to learn and understand the alien technology. A breakthrough occurred when a computer specialist managed to get the ship's on-board computer to function. Instantly, many professors of language were bought in to translate its records, a task which proved quite a simple one.

From this it was gleaned that the craft was from a large alien empire, worried about man's technological advances. They thought that within a hundred years or so mankind would pose a direct threat to their supreme domination — consequently, they had planned to bring about mankind's downfall by fiddling with America's satellites, knowing that global nuclear conflict would result.

With this information both East and West realised their stupid mistake and an amnesty was signed. Now there was a second problem: Earth had been alerted to the presence of the alien force, and the force wanted to purge mankind . . . an alien invasion was imminent.

With the amnesty signed East and West started work on 'Project Damocles', a global defence system to ward off the impending alien attack. Leading scientists were brought together to construct a fleet of ships based on the advanced alien technology, and within twelve months 'Operation Sanxion' was put into effect. The best pilots from all over the world were drafted into the newly formed Sanxion defence corps. They were taught how to fly the new breed of planes so they could constantly patrol the planet.



This isn't the best thing since sliced bread, but it's certainly a damn tasty uncut loaf. It's one of the most impressive and playable shoot em ups I've seen since . . . oh, Iridis Alpha. Sanxion *isn't wholly original, but it's great fun to play — and that's what counts. The stunning graphics, well-cool music and sound effects are an added bonus. The title screen music is brilliant and makes a welcome change from the run-of-the-mill 'boom chaka boom' stuff. The spot FX are great too. I would go so far as to say that* Sanxion *is better than* Uridium *in virtually all respects — the graphics are superior in quality and are more varied, as are the play elements. At least I think so. If you like a decent shoot em up and are stupid enough to think I'm biased, then take a look at* Sanxion *for yourself — you won't be disappointed.*



The player is bought into the game weeks after the advent of Operation Sanxion. Playing the role of a Sanxion pilot you must constantly patrol your 'beat', ten sectors of Earth, and destroy any alien infiltrators.

Using is a single direction horizontal scrolling format, *Sanxion* is a shoot em up which pits you against the marauding alien invaders. The screen is split into two sections: the main screen is the playing area, while at the top an impending attack scanner acts as a radar, alerting the pilot to alien presence before they come into visual contact.

The ship can increase and decrease its speed and also change altitude, done with logical movements of the joystick. Pressing the fire button releases laser bolts which destroys most alien craft on contact.

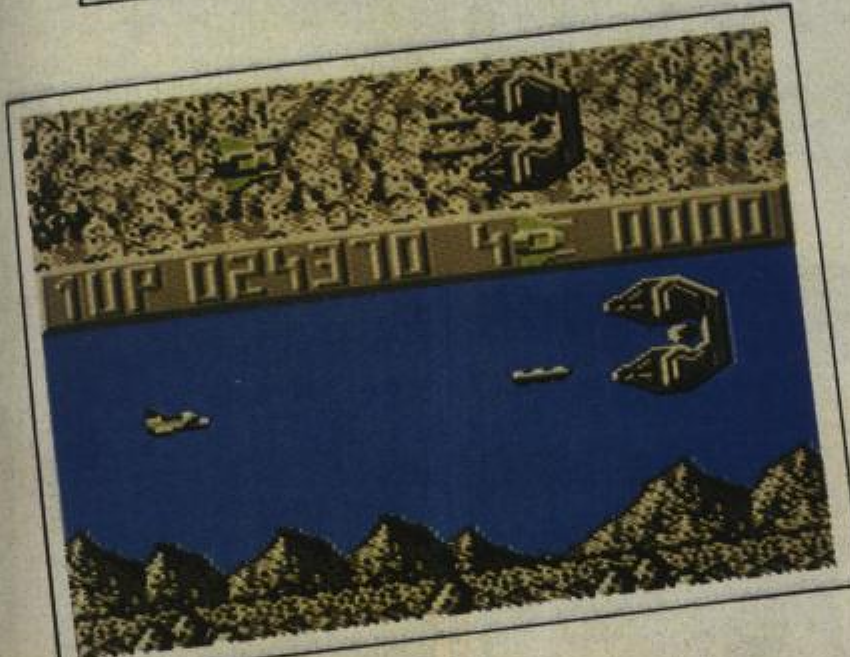
At the beginning of a game the player has a reserve of two ships, but if one comes into contact with an alien ship, or the debris when it explodes, then it's destroyed. All is not lost, however, since an extra ship is awarded every 10,000 points.

Each sector has different features, but all have a ReGen station where skillful pilots have the opportunity to earn bonus points by partaking in a training session. Here the ship becomes invincible



There have been loads of shoot em ups recently and I don't mind admitting that I am bored with them. However, Sanxion *is different. It seems much more than your run of the mill blaster. The graphics are great, and the superb parallax scrolling works a treat. The wobbly movement of the ship makes the game just that little bit more realistic. As well as fast shooting there's some nasty old puzzles on certain sections which will need plenty of practice to perfect.* Sanxion *it is a dream to both watch and play — I think it's ace. With the added feature of the bonus section it really does stand superior above all other attempts to produce a game this addictive and playable.*





and drone ships are thrown into the playing area. There are several different types of training sessions where drone ships can be shot, dodged, picked up, or crashed into — depending on the type of screen. If the pilot is skillful enough to 'dispose' of the full quota of drones, an extra 1,000 point bonus is granted. Extra points can also be gained by completing a sector before the sector timer reaches zero. If this happens then the remaining time is converted into bonus points.



No doubt this will be compared by some to Uridium, *simply because it scrolls and uses bas-relief graphics to create some of the backdrops. Well, it's not like Braybrook's game at all and owes more to the arcade game* Nemesis *than anything else.* Sanxion *is a great shoot em up, with plenty of variety — some of the alien ships are really nasty. The graphics are really superb with some excellent backdrops and stunning sprites. The loading music is really good, as are the sound effects — although I'm not too keen on the classical piece on the title screen. If you're after a really neat shoot em up then go out and buy it.*

Once all ten sectors have been patrolled you are considered competent enough to tackle the tough and demanding night patrol on the Darkside. But beware — as time goes on the aliens become more and more hostile . . .

Presentation 92%
Great loading screen and music. A few useful options, and a decent high score table.

Graphics 98%
Stunning parallax scrolling backdrops, great sprites and neat visual effects.

Sound 97%
The Rob Hubbard loading music is one of his best compositions; the title screen music and spot FX are also superb.

Hookability 96%
Immediately impressive and addictive.

Lastability 92%
Not overly varied but highly playable and compulsive.

Value For Money 88%
Forty levels of high speed, high quality action for your money.

Overall 93%
One of this year's better blasts.



TEST

FUNGUS

Players, £1.99 cass, joystick only

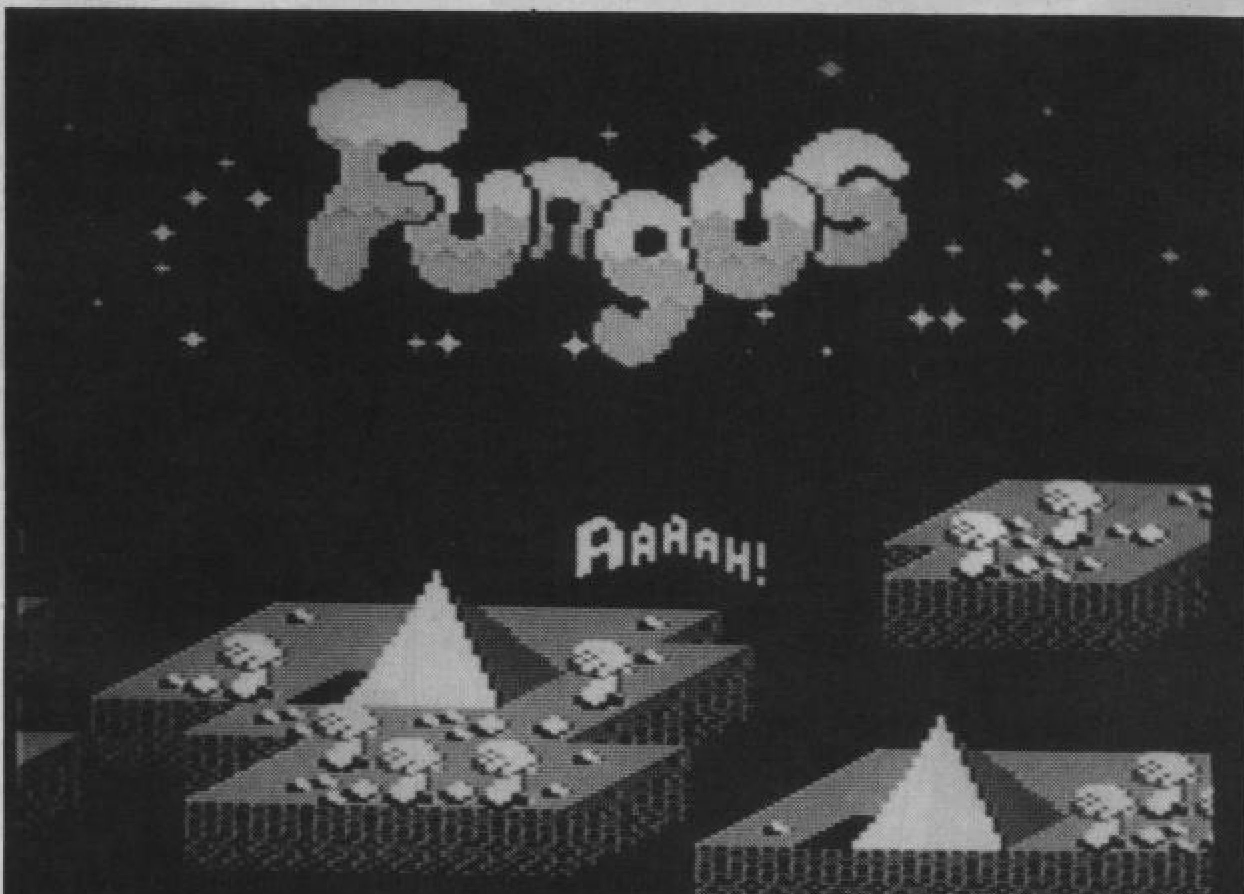
A long, long time ago, in a galaxy far, far away, there lived a little chap called Fungus — a happy lad who lived a quiet, lonely life on an island in space. His life was a simple one and he had no vices. Bar one . . . Fungus was hopelessly addicted to the galactic magic mushrooms which grew on the other islands surrounding his islet. This addiction proved to be quite a dangerous one, not because the mushrooms were harmful to his health in any way, but because of where they grew: on long, thin islands suspended in space. Nevertheless, it didn't deter him, and out he would go, every day, risking both life and limb just to pick a fresh supply.

You play the role of Fungus on his quest to collect mushrooms. The game is viewed in 3D panoramic style with the screen constantly scrolling from right to left. Before a game can begin the player has to go through a screen which allows various parameters of the game to be changed. Once the options have been selected, Fungus bounces down from the top of the screen and play begins.

Fungus can move anywhere on the screen by pushing the joystick in logical directions. The mushrooms grow all over the islands and can be picked up by running into them. However, once Fungus starts running along one of the lateral heavenly bodies, he can't stop, and this is where the problems start. There are holes in each island and if Fungus falls into one of them, he loses one of his four lives. Luckily he's an athletic little chap who can be made to leap over dangerous gaps by pressing the fire button.

There is another problem, though. The strange animals inhabiting these islands aren't too keen on Fungus swiping all their lovely mushrooms and they try their best to stop him, either by by crashing into him, dropping on him, or shooting him. The animals aren't the only things inhabiting the islands — trees, shrubs, and other very strange looking alien plants grow in clumps, providing even more trouble for the mushroom munching matey.







Players have certainly come up with the goods here. Fungus has got everything; lovely graphics, pretty tunes, and a game which is extremely addictive and fun to play. I found that my first few games of Fungus were quite hard to play as the 3D effect takes some getting used to, but once you master them, then the whole games comes to life. Fungus is very pretty to look at, with Fungus being the cutest of all when he bounces on to the screen at the beginning of each game. My only gripe is that when you get a lot of mushrooms all in one go the score can take quite a long time to build up. Still, for only two quid Fungus represents a jolly good buy.



I enjoyed playing this game, what with the cute graphics and neat gameplay. The only major problem is learning to control Fungus — it takes a fair bit of practice before you can get to grips with what he's doing. If you like persevering with tough games then this one certainly has plenty of rewards. The graphics and sound are both really good, and the whole program is slick and very well presented. Definitely worth a look at.



Fungus is a very pleasant game in every way. The graphics, sound, and gameplay are all quite simple and straightforward, but very jolly and great fun. Fungus is rather frustrating to play at first, but it soon proves addictive and compulsive, and I continually found myself coming back for more. Fungus is a nice game. It's two quid well spent.

Presentation 92%
Plenty of useful options which let you choose the game level, difficulty level, and colour of the landscape. The Lodagame is also very neat.

Graphics 86%
Big, bold sprites, and colourful, competently drawn scrolling landscapes.

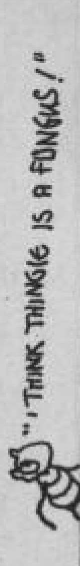
Sound 80%
Plenty of jolly little ditties and some imaginative sound effects.

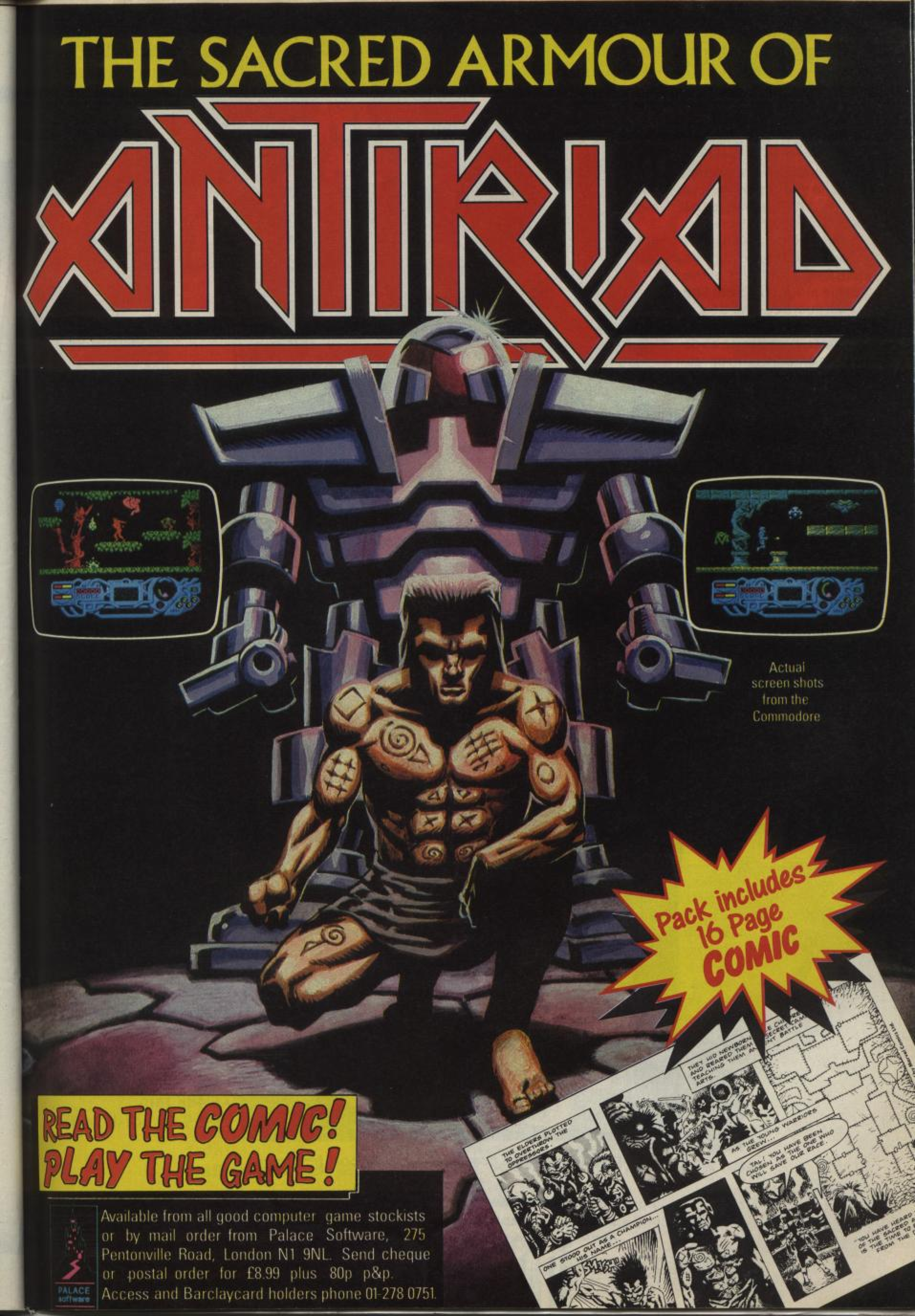
Hookability 76%
The game is quite simple, but it's initially very tricky to get Fungus to do what you want him to do.

Lastability 84%
Seven levels of hard, fast moving scrolling action.

Value For Money 91%
A worthy investment.

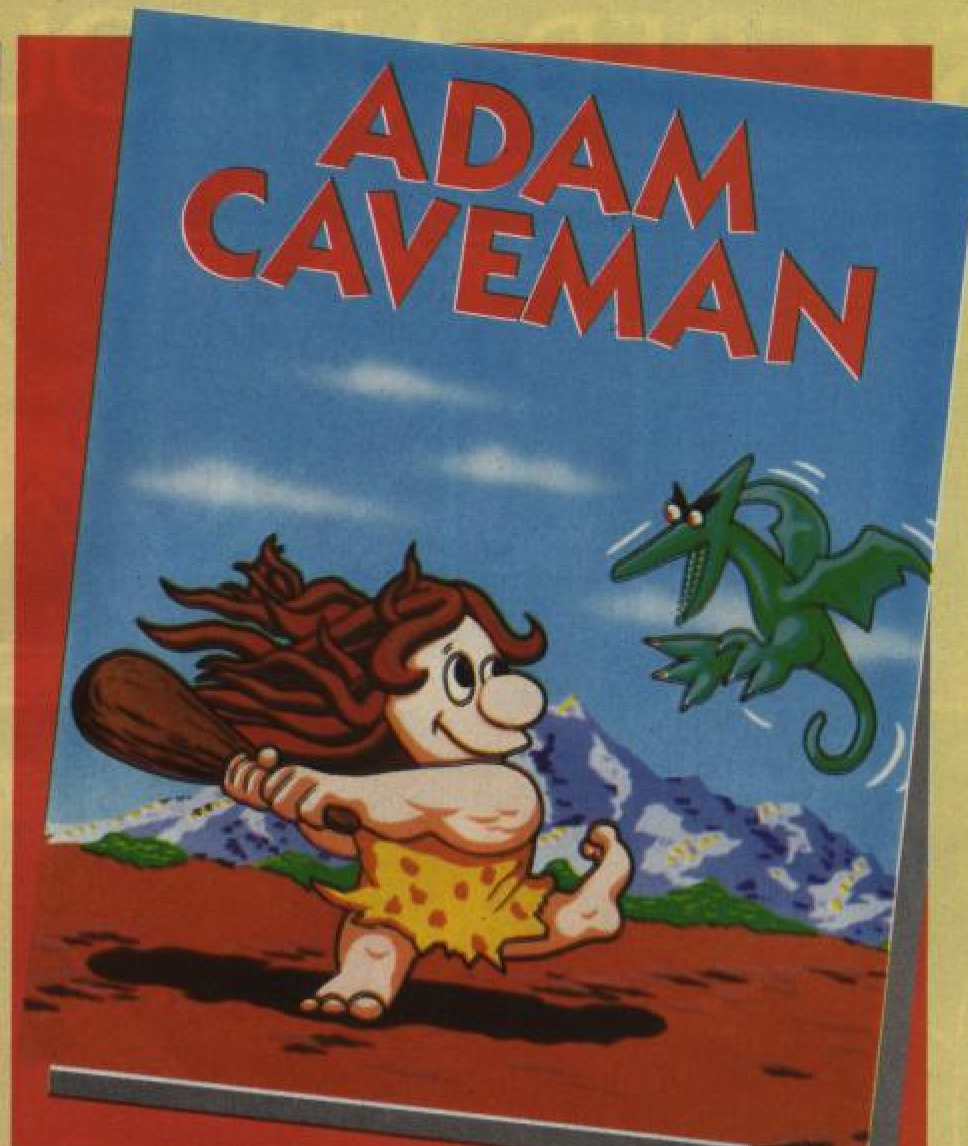
Overall 80%
A highly original 'cute' game worthy of anyone's attention.




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Polar Pierre is a one or two player arcade game where two can play at the same time. Guide Pierre or his cousin Jacques through an icy obstacle course, racing through ski jumps, mystery chalets, lifts, electro-generators, shooting snowballs, springboards, stompers and thunder and lightning. Polar Pierre also includes a construction set so you can design and play your own screens.

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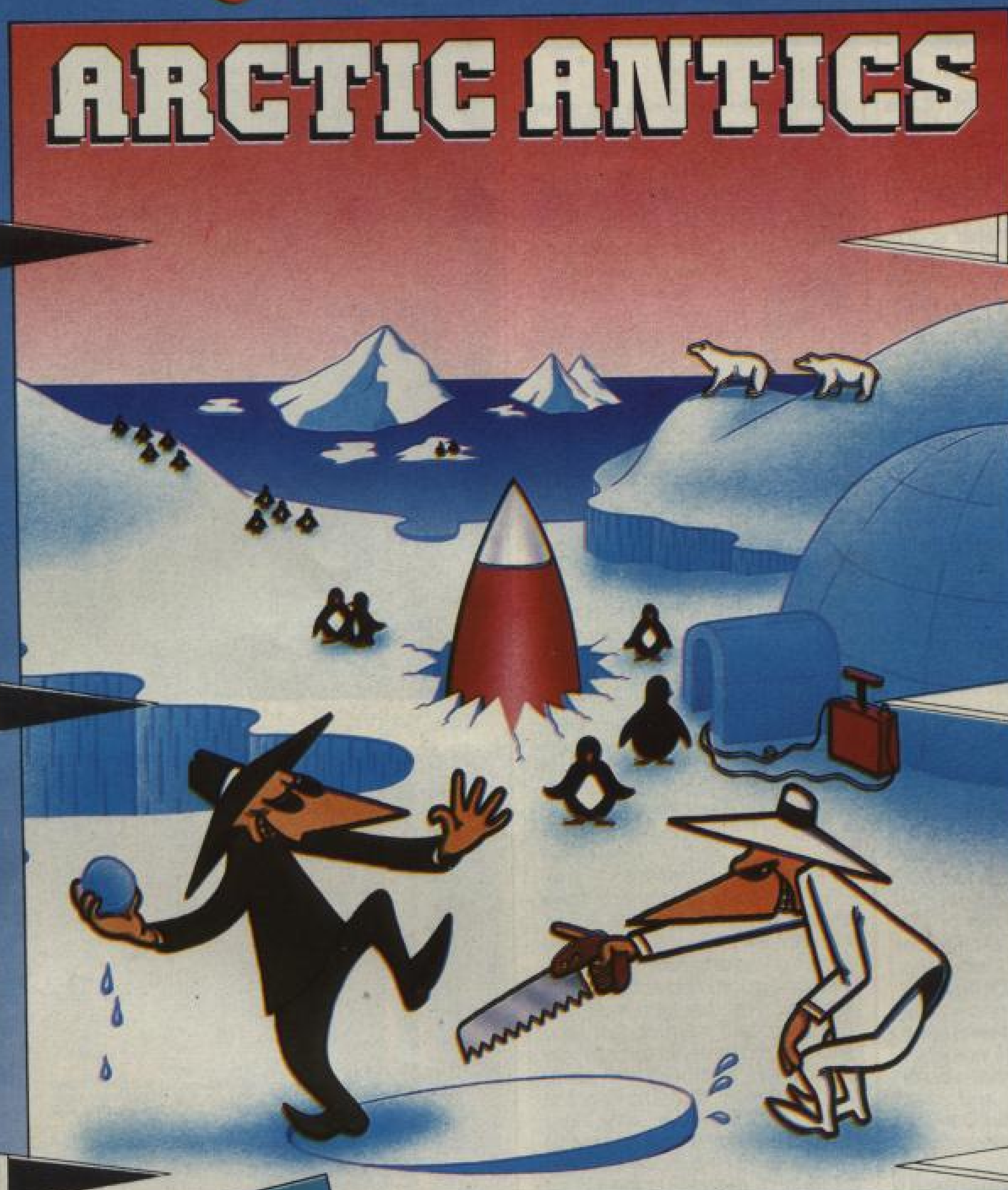
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DATABYTE

ZZAP! TEST

ALLEYKAT

Hewson £8.95 cass, £12.95 disk, joystick only

Alleykat is the sport of the future, a chance for a select few of the many millions of interstellar pilots to achieve fame and fortune. A chance to become a real hero.

Until recently interstellar sports have been in a state of complete chaos with no properly organised competitions. The only thing really considered a sport was the highly dangerous inter-planet racing events set up by the pirate TV stations. The live action often produced spectacular crashes and many pilots lost their lives. As the fatalities grew the ratings soared.

The incidents grew and grew until the authorities were forced to clamp down following a terrible accident on the Jupiter race track. After an in-depth inquiry it was decided that the sport must be reorganised to make it safer for the competitors. So, eight 'official' race tracks were built to provide venues for the races.

The race tracks are custom built for space racing and comprise of a course built around the inner surfaces of a large space wheel. Each track has its own form of 'landscape', designed by different architects to give the races a variety of racing formats and the racers a variety of racing problems. A series of 'gravo craft' were also designed specifically to cause problems to *AlleyKat* racers during the competitions and add controlled thrills and spills to the sport.

The *AlleyKat* racing craft is swing-wing, giving two advantages: when the wings are swept back extra speed can be gained, and when the wings are out the advantage is extra firepower. It's up to the racers to decide which facility suits their racing tactics best.



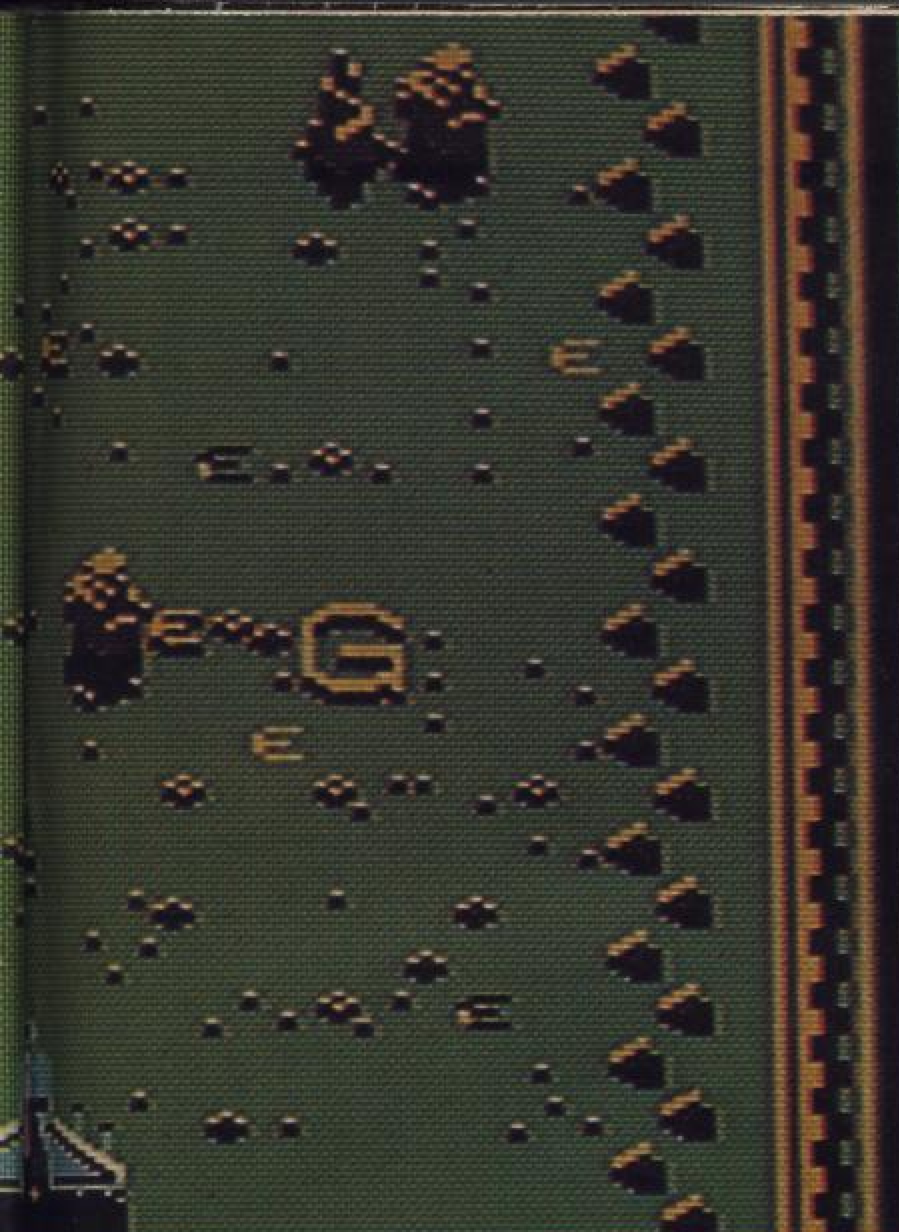
I like Uridium, *and* Paradroid *was even better. So it was no surprise to find myself really getting in to this one. I've never been a pure shoot em up fan, but the graphics and strategy on this one put it above the run of the mill* Rambo meets Commando *meets who cares who wins. The controls take some getting used to, but after a while they become natural. It's total concentration time as you try to suss out what is coming at you, what you're about to plough into, and what to shoot up. The graphics are really pretty, especially the crashing effect which is great and will no doubt be copied by everyone. There are so many innovations here, like the idea of laps (blast away in the first one, then get the old foot down) and all the different bonuses. This is no mindless shoot—em—up, it's the business and my tip for the Xmas number one.*



AlleyKat *is a quality Braybrook game . . . almost. The presentation is first class (the psuedo Atari colour cycling is used to good effect). The graphics are detailed and very effective (the backdrops and crash sequence are very nice). The sound effects are functional (although reminiscent of those in* Paradroid *and* Uridium *at times), and the title screen music is reasonable. But the game itself . . . well, I'm not so sure. I didn't enjoy playing it, in fact to begin with I never really had the incentive to play. It was worth persevering with* Paradroid, *but I don't feel the same about* AlleyKat. *No matter how many times I played it, it didn't turn me on. It didn't feel good and I never felt threatened or stimulated — previous Braybrook offerings have always had the opposite effect.* AlleyKat *isn't 'racy' enough to be a race game and hasn't the qualities of a good, fast action shoot em up. The backgrounds are cluttered and restrict fast and exciting movements (unless you completely demolish the scenery — yawn), thus making the pace, on the whole, very slow. The (essentially) small playing area doesn't help much either — although this is due to the size of the vertically scrolling screen, so it can't really be helped (unless the game scrolled horizontally). A slow game is all very well if there are a lot of interesting things to do, but in* AlleyKat *there is little 'active' variety to provide lasting entertainment. Admittedly there are a multitude of different tracks, all graphically varied and offering a great deal of challenge. However, I found the racing process too tedious to be worthwhile. If there was less detail then the race tracks would look too sparse — at present they look good but don't work well. I'm disappointed with* AlleyKat, *although to be fair to Mr Braybrook such innovative 'acts' as* Gribbly's Day Out *and* Paradroid *are hard to follow. Still,* AlleyKat *is a fairly mediocre game — especially by Braybrook standards — with little to it other than some very pretty graphics and impressive special effects.*













AlleyKat is a quality Braybrook game . . . definitely. There's quite a lot more to the game than just getting to the finishing line — you have to work out which of the races are best suited to your tactics, build up your energy storage capacity, and earn enough money to keep you in the game. The backgrounds are fantastic (not bas-relief stuff as most people expected) and range from barren and blasted 'scapes (where you can really burn along) to the completely packed out forests (where you have to first clear a path before going at speed). The main ship sprite is great (especially the little landing lights which blink on and off during the game) and the gravo craft sprites are absolutely superb. The title screen is dead pretty with truly excellent Atari-esque effects, but the music is a bit iffy. The in-game effects are great, although they do tend to be rather reminiscent of other Braybrook games at times. I found AlleyKat incredibly addictive and returned to it time and time again for another go — you just want to keep going! If you want a superlative game which offers speedy and immensely addictive gameplay along with a hint of strategy, then look no further than this ace program.

The game is set at the very beginning of the fifth season and you play the role of an up and coming AlleyKatter. All your finances have been poured into the construction of your craft — consequently you have no money and have to earn enough cash to see you through the season. This can only be done by winning races.

The racing season is split into several galactic 'months', each month having progressively more difficult and challenging races. Naturally, the more difficult the race the bigger the prize. But as the prizes increase, so does the entry fee.

In the first month of the season the races cost nothing to enter, allowing successful racers to build up their accounts so they can enter the more expensive races later on in the season. This is the first of many problems: actually earning enough money to keep you racing. If you don't have enough money to enter the races later in the season your game terminates.

Each race is run over a vertically scrolling screen, just you versus the landscape and gravo craft. Most gravo craft are equipped with lasers, but some, like the feared KaterKiller, are totally maniacal and try and crash into anything that moves. Luckily, the *AlleyKat* race craft are fitted with lasers which can be used to dispose of the marauding meanies, adding bonus points to your race kill tally.

By using a menu you can select which race you wish to enter. However, once you have raced or skipped races you can't go back and run them again. There are several different types of *AlleyKat* race formats, such as slalom, dodgem, demolition, survival, speed trial and endurance. Each race requires a different tactic to gain a big racing bonus — for example, in demolition races it's profitable to smash the landscape with your blasters. All these tactics have to be learned and it's useful to find out which races are best suited to your style, so you can enter them and stand more of a chance of winning.

To win a race you must complete a set number of laps. If you don't then you are awarded points for the different things you did during the race (amount of kills, special bonuses, etc) but you don't get any money. There is only one way an *AlleyKat* racer can be brought to a halt and that's when it runs out of energy, either by crashing into landscape features or gravo craft. Fortunately, energy can be picked up by running over the 'E' symbols littering the landscape. The more symbols picked up the better the chances of surviving an accident. When the energy becomes low the ship flashes and an audio warning sounds.

AlleyKatters can enter solo or as a team. But the ultimate aim is to win the *AlleyKat* trophy, an artifact valued at 10,000,000 guineas which the winner can keep for a year.

Presentation 99%
Plenty of useful options. Stunning title screen and high score table displays.

Graphics 92%
Detailed and varied sprites and backdrops.

Sound 78%
The spot effects are good, but very reminiscent of earlier Braybrook games, and the title screen tune is rather naff.

Hookability 79%
Very demanding — difficult and time consuming to get into.

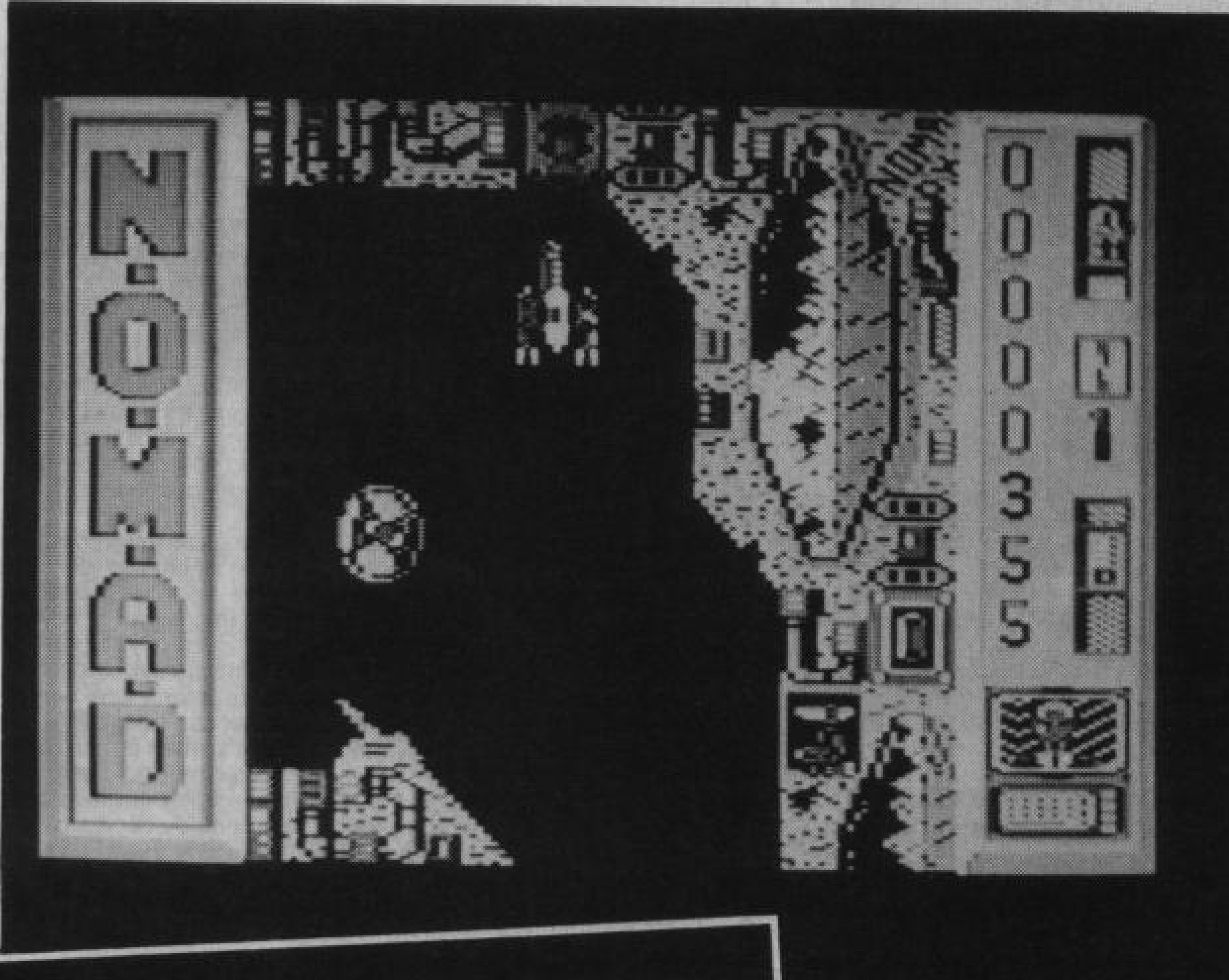
Lastability 90%
The large number of tracks and race formats will keep an avid AlleyKatter enthralled for many months.

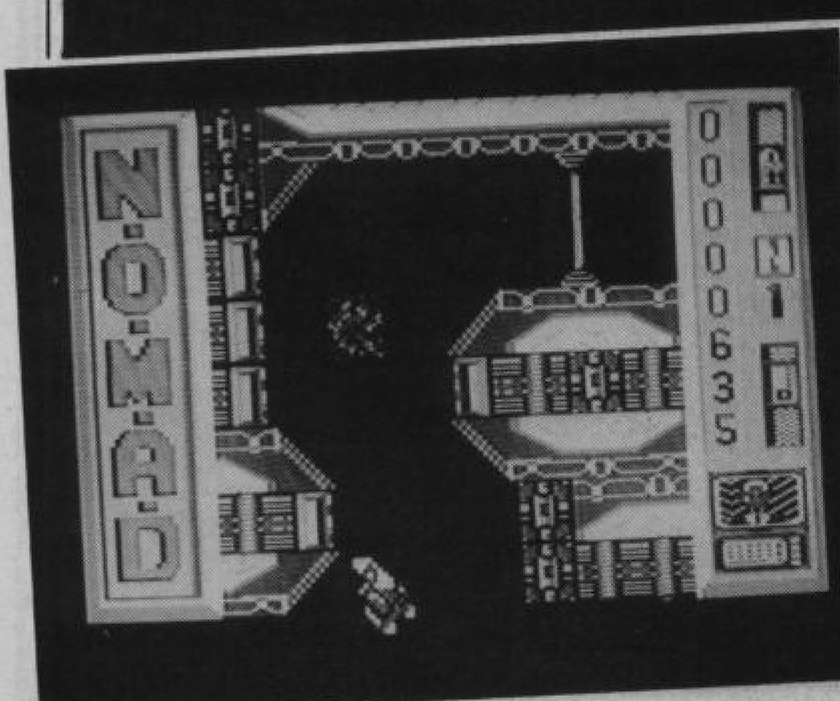
Value For Money 87%
Could prove an expensive mistake or a worthy purchase . . .

Overall 89%
A lot of disagreement amongst the team — try before you buy.

NOMAD

Ocean, £8.95 cass, joystick or keys





There's a world residing way out in the infinite reaches of space. A world called Talos, where the Intergalactic Criminal Network is based. Talos isn't really a world, it's more of an artificially constructed planet which slowly beetles about the galaxy spreading unspeakable evil. Talos is headed up by one Cyrus T Gross, a very nasty piece of work who insists on being a bit of a pain in the rear. You know the sort, a fist of iron and heart of ice — a bit like a traffic warden really. He's just so mean, no law enforcement agency has managed to convict him yet. You just try going up to him and saying, 'Hey there, Mr Gross, you're nicked'. He'll just blast your head off, he's that sort of chap, ie: not nice.

In a last and ever-so-desperate attempt to rid the universe of Gross, the free worlds employed the Nemesis organisation to give a helping hand. It just so happens they have this gleaming new robot who should be able to help out. This robot is called Nemesis Organisation Mobile Attack Droid — NOMAD for short — and is controlled by a relay computer back at base. You play the operator of this machine and your mission is to guide NOMAD through the four separate sections of the artificial world towards Gross' inner sanctum.

The game begins when NOMAD arrives at the entrance of the spaceport. He must then progress through the slums and into the city centre to the HQ centre, before having a final deadly confrontation with Gross.

The place is full of dangers, but luckily NOMAD has come well equipped, what with his twin thrusters and heat seeking missiles for maximum speed and fire power. NOMAD can move forwards and backwards, to move him in any other direction he has to be rotated.

Some sections of the maze are blocked by doors, which can only be opened by skimming NOMAD over a switch which normally resides a few screens away. The maze itself is infested with all kinds of horrid nasties which hide themselves in the wall cavities and fire at intervals in one direction.

An on-screen display gives a complete status of your game, showing the high score, current score, and number of lives remaining (NOMAD begins with four).



NOMAD doesn't look very impressive or play very well. There's little variety, and it rarely deviates from being slow and uninteresting. Fred Gray's soundtrack is lively and pleasant, and as such it doesn't suit the game. NOMAD would make a passable budget title, but for nine quid it represents poor value.



This is quite a nice little arcade adventure cum shoot em up, but one which hasn't quite reached its potential. It's fun wandering around the maze system trying to survive, but there isn't really enough action to keep you coming back for more. The graphics are pretty average and the sound is alright, it's just the game itself which is lacking any fun or variety.



Look, I'm getting a bit peeved with all this saving the universe lark. Why can't we go around blasting all the do-gooders for a change? NOMAD is no different — yet another life endangering mission against a bunch of psychopathic meanies. The graphics are pretty and the sound is quite jolly, but I have a particular dislike of the method of control. All this 'turn to the appropriate direction and then trundle forward' stuff — Yukkypoo! NOMAD might prove interesting for some, but it doesn't really get my seal of approval.

Presentation 71%
Good instructions, packaging, loading screen and music.

Graphics 72%
Colourful, but coarse.

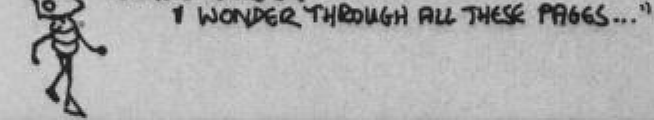
Sound 79%
Poor FX, jolly music.

Hookability 70%
Awkward control method but clear objective.

Lastability 68%
Plenty of screens to explore, but not much variety.

Value For Money 66%
Not a lot of game for your money.

Overall 69%
A run of the mill arcade game.





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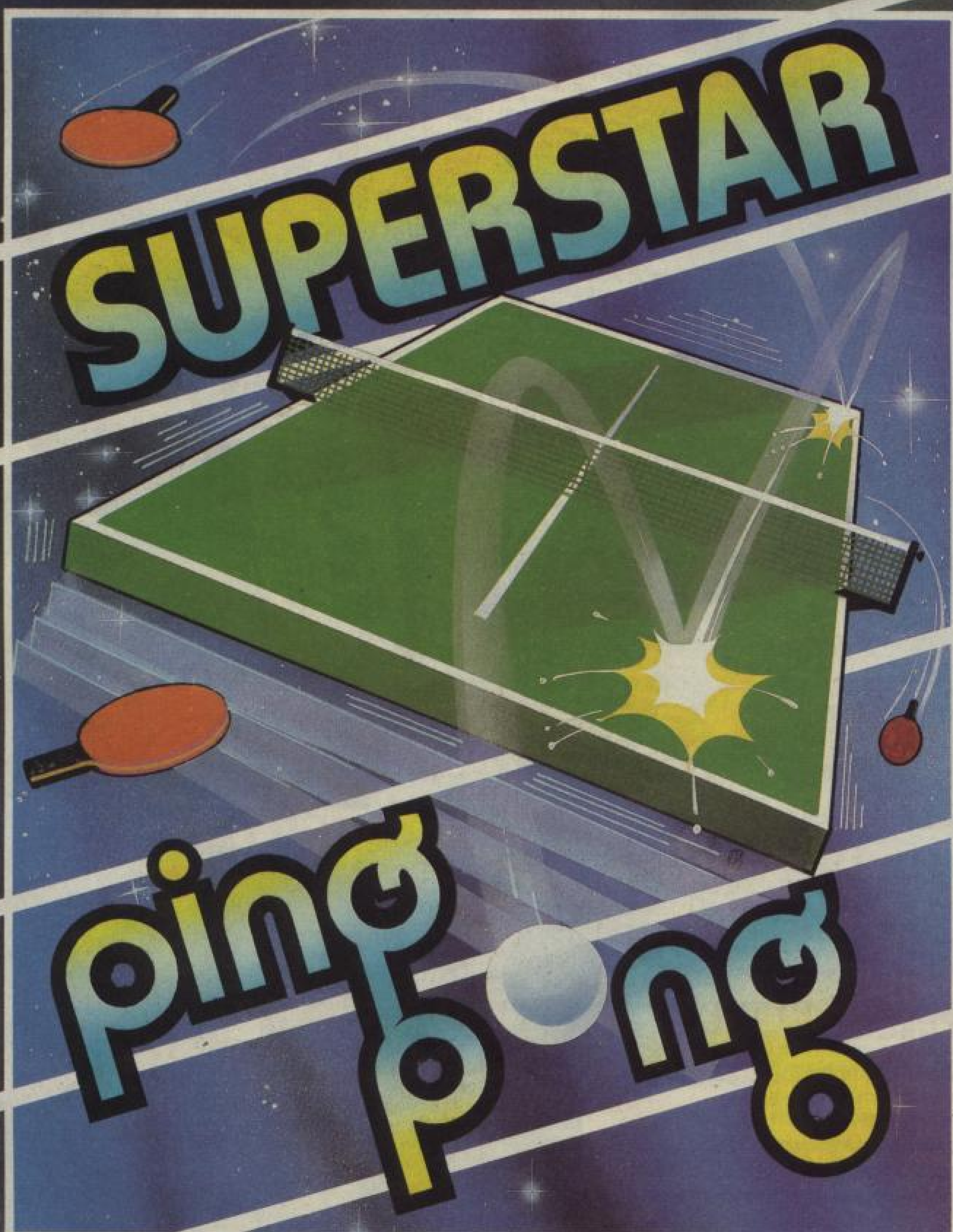
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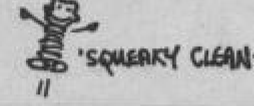
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(IT'S) CLEAN UP TIME

Players, £1.99 cass, joystick only

Honestly, you can't do anything these days without someone ruining it. Take the case of the new hotel which has just been built in town: it's all clean and tidy the night before it's supposed to open, then a load of vandals break in and throw rubbish everywhere! What is the manager supposed to do? None of the staff start work until the morning, and everything has to be neat and tidy for when the guests turn up!

In an attempt to remedy the situation, the manager rings the ACME cleaning company and asks them to send two cleaners to repair the damage before dawn. Both guys arrive and prepare to clean up the mess, but neither know what's in store for them . . .

(It's) Clean Up Time is a one or two player platform game in which the object is to clear eight hotel rooms of rubbish. Each time a screen is cleared you progress to another, more difficult one. This may sound a simple enough task, but don't bank on it. Throughout the game the naughty vandals rampage around the place lobbing litter, making the cleaning task all the more hectic and involved.

To make matters even worse, the vandals are suffering from some horrendous post-Chernobyl disease — they are all radioactive and touching any of them costs you one of your four lives. Fortunately, the vandals can be killed — by shooting them. Yes, your cleaning man is armed with a gun which can be fired by moving the joystick right or left and pressing the fire button. Each player is also in possession of three smart bombs, detonated by pressing the fire button and moving the joystick down. Doing so destroys everything on the screen.

At the beginning of a game you have to choose whether one or two players are playing. If two player mode is selected, both players appear on-screen at the same time and must work together to clear the room of rubbish. One player mode is more difficult since you have to do all the work yourself.

The screen is laid out in traditional platform style with ladders connecting four rubbish-strewn floors. A time limit is displayed at the top of the screen, and if a room isn't cleared before the timer reaches zero, you lose a life.

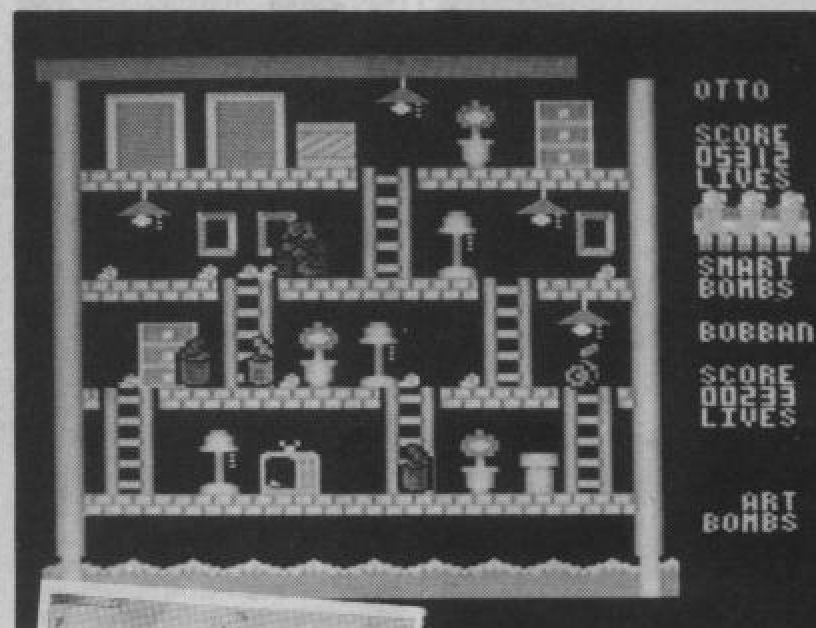
There are eight different screens to clean and in between every other level you're treated to an intermission screen, in which the cleaners flatulate and float around beneath balloons.



This nice little platform game is very pretty and has plenty of novel features to bring a smile to the face of any platform freak. The one or two player mode works really well and it's great fun when you start shooting at each other. The only bad point about the game is that it only has eight levels, but then what do you expect for a measly two quid? If you're into platform games then this one's well worth checking out.



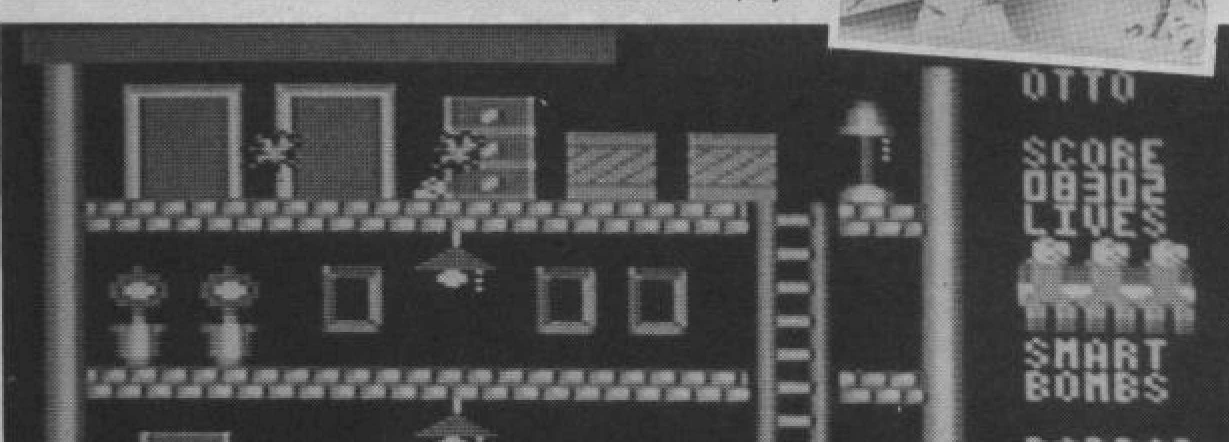
I've just about had enough of house, er, flat cleaning, what with strange people tidying my wardrobe. However, this game is such fun — especially with two players. The interludes, which appear every two screens, are a pleasant innovation (if slightly crude at times!) and amusing to watch. The graphics are neat, and the whole game works very well.







(Its) Clean Up Time *is a very simple game, and although the eight levels aren't too difficult to complete, I found it fun to play. The graphics, music, and presentation are all competent, and somewhat reminiscent of several Task Set productions. For only two quid,* Clean Up Time *is a fairly sound investment, especially if you like unusual, undemanding platform games.*



Presentation 90%
Great Lodagame, two player option and amusing intermission screens.

Graphics 79%
Very pretty. Nice sprites and great use of colour, but not much variety.

Sound 78%
Numerous jolly jingles play throughout the game.

Hookability 81%
Very simple platform action makes the game easy to get into.

Lastability 70%
There are only eight screens, but the two player mode offers plenty of enjoyment.

Value For Money 82%
Lots of fun for a couple of quid.

Overall 75%
One for the discerning platform freak's collection.

ROOM TEN

CRL, £9.95 cass, keys only

Ask anyone throughout the galaxy what *Room Ten* is, and they will tell you it's the room in any Galcorp Leisure Complex, reserved for the sport of low-level glyding. What do you mean you don't know what glyding is? It's a one or two player game, akin to a cross between tennis and squash, but it's played in a completely enclosed room with the players controlling the bats from the outside.



What a pile of complete and utter rubbish this program is. When playing it several words came to mind. Unfortunately they can't be printed. Plenty of words which can be printed also sprang to mind, and they include (to name but a few): shoddy, grotty, and noxious. The gameplay is so awfully sluggish and slow, and it's about as exciting as watching park benches warp. The graphics are bad, too. The ball wobbles about like a balloon filled with water, and the line drawing is jerky. The sound is also pathetic. Even on two player mode the game isn't much fun to play because of the speed at which everything happens. You can't even redefine the keys! Even as a budget game it wouldn't be worth buying — for a tenner it's a joke, and for the punters a sick one at that.

The ball bounces off the walls, ceiling and floor, and this is where the problems start. Since your bat moves very slowly indeed, you have to predict where the ball is going as soon as it leaves your opponent's bat, and then you have to move there.



For a moment when Tau Ceti *was released it seemed that things were changing, the lads from Vernon yard turning their backs on the naff games scene that made them. But have no fear, dross fans,* Room Ten *is admirably bad. A real corker of a rubbish game, and best laugh of all it's £9.95. Nearly a tenner for a game of near infinite tedium which — although trying to hide under the guise of Arcade Action — is as slow as it can go. Brilliantly rubbish and sadly pretentious.* Room Ten *totally destroys any credibility CRL built up on the CBM scene with* Tau Ceti. *Do not buy this, save your money.*



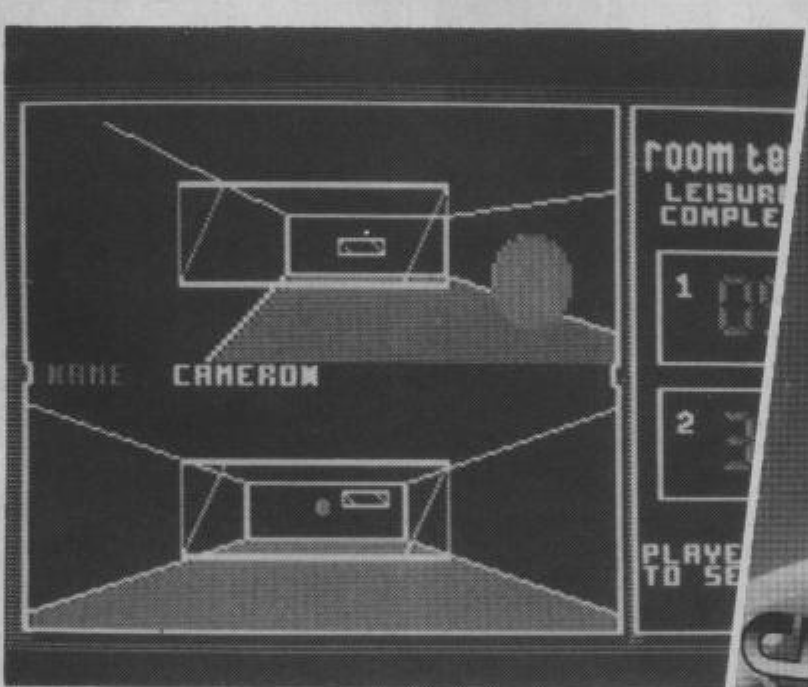
I can't see why so many people raved over the Amstrad version of this game. What's so special about Pong *in a box? Nothing. You open the box and it stinks. A 3D* Pong *variant would be good if it played well. But* Room Ten *doesn't. Not at all. It's far too slow and monotonous. I find it hard to believe that this dull and unoriginal game came from Pete Cooke, the designer of* Tau Ceti. *Ah well, even gods have their off-days. I think Pete designed* Room Ten *on the seventh day . . .*

The transparent bat is quite large, and through this the game is viewed. As the bat is moved the perspective of the room changes, giving a true first person 3D view. The main screen is split into two independent screens, each showing the view from either end of the room.

The angle at which the ball hits the bat plays an important part in the game, so once you have learned the physics, you can bounce the ball off the ceiling and walls, and *really* confuse your opponent.

Whenever you hit your opponent's wall, five points are scored. The same thing happens to your opponent if you miss the ball. The first person to score thirty five points is declared the winner of the game.

There is a large options menu which allows you to change the parameters of the game, such as the speed of the ball, whether there are one or two players, and the intelligence of the computer opponent if there is only one player. If you want to be a real rebel you can also change the colour scheme of the game and the language of the instructions (parlez vous Francais?).





Presentation 81%
Very well presented, but the keys can't be redefined!

Graphics 21%
Slow, wobbly, and boring.

Sound 8%
A few pings.

Hookability 22%
The sluggish and boring gameplay instantly repel.

Lastability 12%
The original *Pong* is more exciting — and a lot faster!

Value For Money 10%
There are other, cheaper, more impressive and playable *Pong* games available.

Overall 15%
A very poor *Pong* derivative.

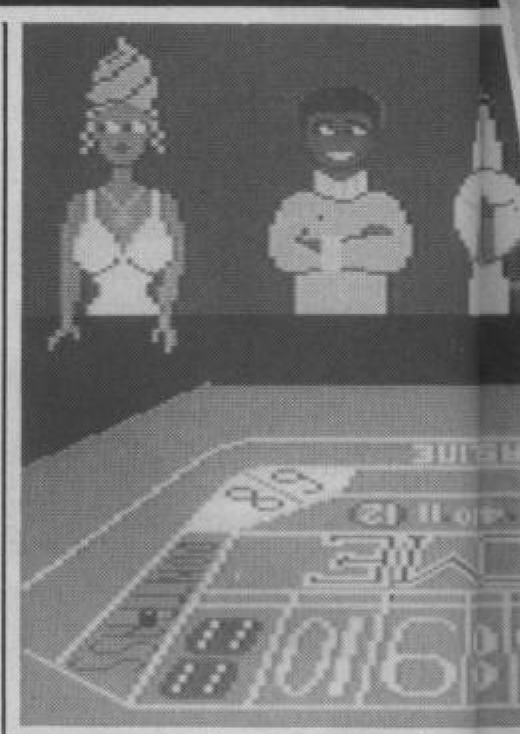
MIAMI DICE

Bug Byte, £2.99 cass, joystick and keys

Miami Dice is a simulation of the American gambling game craps. This fast and furious dice game is played in most gambling casinos, and in this version up to four players can compete against a computer 'bank'.

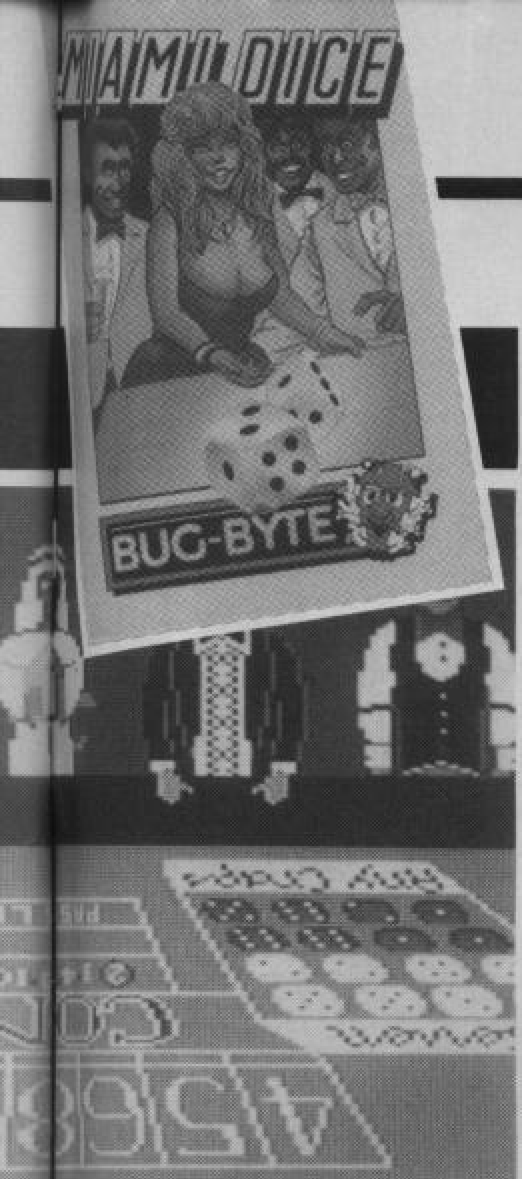


Oh dear, yet another gambling game for the 64. No real risk, excitement or challenge . . . Miami Dice *isn't too bad, though, and at least the programmers have made an effort to produce some form of exciting variation on the theme. The presentation, graphics and music are all very competent, and the game is fun to play for a while — more fun than Mastertronic's* Video poker. *Two quid isn't asking too much for one of the better gambling games available, so if you like the occasional flutter why not give it a whirl.*



When the game first loads you have to input the number of players playing, assign a character to each, and then type in their





names (if you want you can use the names supplied by the computer). Their are eight characters to choose from, both male and female, and they include a hippy, a spiv, an old granny, and a chinese chappy. If less than four players are playing the computer takes control of the unchosen characters and the game can begin.

The screen displays a view of the table with the players and the croupier (or 'stick man' as the Americans like to call him) standing behind it. The stick man announces 'they're coming out' and hands the dice to one of the players. Each of the players can then place their bets, done by pressing their relevant bet key. When a bet key is pressed, an option screen is displayed listing all the available bets. You can then increase or decrease the amount you wish to gamble by pushing or pulling on the joystick.



This is quite a nice little gambling game, although the overcomplicated rules of the game take one hell of a lot of reading. Once you've actually read them through a couple of times and sussed the game out, you can have a bit of fun, especially when a couple of players play. The graphics are quite nice and the music is akin to the stuff that plays over the local supermarket Tannoy. If you're after a betting game then have a look at this one.



Miami Dice *Ha ha! What a name! I was hoping that there would be some kind of enjoyable game behind it, but there isn't. Okay, to be fair it's not a bad gambling game which will no doubt appeal to those who like throwing their money away. But for us types who are careful with our money, like my good self, it really isn't very appealing. The sound is jolly and the speech is really quite good, but it's not a game for me.*

The betting screen is very comprehensive and using it you can play the game just like you would in a real casino. You can also view your material status and see all the bets placed in that go. Once everyone has placed their bets the thrower can shake the dice and throw it onto the table (using the joystick and fire button to throw). When the dice have been thrown more bets can be placed, and depending on the result of the throw, another player takes his or her turn to throw the dice.

If you're doing rather well and want to exit from the program, you can ask for an eight digit code which you can type in when you next play, effectively letting you carry on from where you left off.

Presentation 86%
Comprehensive instructions and easy to use betting system.

Graphics 74%
Large, adequately drawn and animated characters.

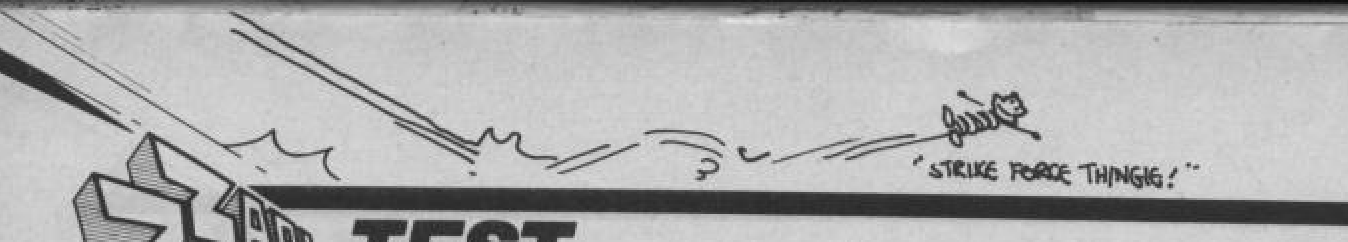
Sound 78%
Klaus Wunderlich meets SID.

Hookability 64%
The instructions are heavy going, but if you're familiar with crapping you'll take to it with ease.

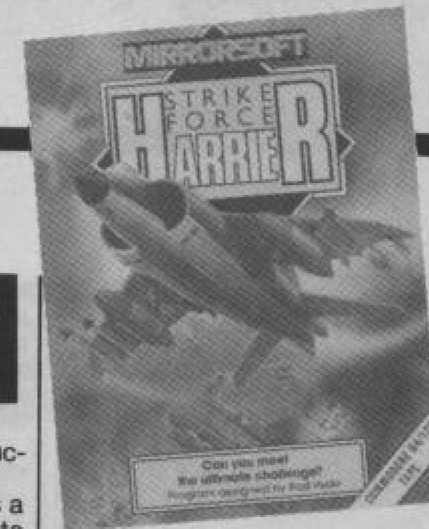
Lastability 70%
Plenty of gambling fun with the option to continue play at a later date.

Value For Money 78%
One of the cheapest and more enjoyable ways of gambling.

Overall 72%
A competent gambling game which should appeal to craps fans.



ZZAP! TEST



STRIKE FORCE HARRIER

Mirrorsoft, £9.95 cass, £12.95 disk, joystick or keys

Over the last few months the crisis in the Middle East has worsened. Both Russia and America have played a part in supplying arms to opposing sides. Now events have escalated into a direct East/West confrontation with the Warsaw pact massing along the East German border. With an invasion imminent, an emergency session is called in Geneva and both sides sign a nuclear amnesty proclaiming that only conventional forces are to be used. With this signed both countries prepare for war . . .



This game is chiefly remarkable for simulating vectored thrust, that's because it isn't remarkable for anything else. It just doesn't feel like flying. Just as you were nearly fooled, the screen blanks out and refuses to reappear until you let go of the stick. I'm not impressed. If you want a good airborne shoot em up, try ACE, and if you want a simulator, try F15 Strike Eagle. This game manages to fall nicely between the two stools.

In this flight simulator you take the role of a VTOL Harrier on a desperate mission a few weeks after the declaration of war. The war is not going well and the Warsaw pact have invaded, and now successfully occupy all of Germany. The Eastern forces HQ lies 500 miles behind enemy lines and from this the actions of the Warsaw pact are dictated. If this base were to be destroyed it would cause complete confusion in the Eastern ranks, allowing NATO forces to attack and beat back the invasion.

Naturally a large force couldn't be used to knock out the enemy HQ as it would be easily detected. So, it was decided that the only way the job could be done was to send in a single Harrier Jump Jet, equipped with suitable weaponry, to destroy the base. The manoeuvrability of the aircraft means that it can fly under the radar floor and completely avoid detection. You, being the best pilot available, are asked to undertake the mission — the future of the Free West is in your hands . . .

The key to success lies in your ability to control the Harrier and its large amount of weaponry and commodities. The Harrier has been specially fitted with wartime equipment, including a FOFTRAC (Friend Or Foe TRACking radar which tells you whether your target is a friend or foe), AAR (used to determine an enemy's position), and MFD, which shows flight information. Naturally all these controls must be mastered and used effectively if your mission is to be successful.

The flight to the enemy HQ is a very hazardous one and the route is littered with enemy tanks, anti-aircraft batteries, and interceptor aircraft armed with air-to-air missiles. To avoid radar detection you must fly below 500 feet, although this leaves you vulnerable to anti-aircraft fire. Flying above this height means that you can be detected and aircraft will be sent to intercept and destroy you.



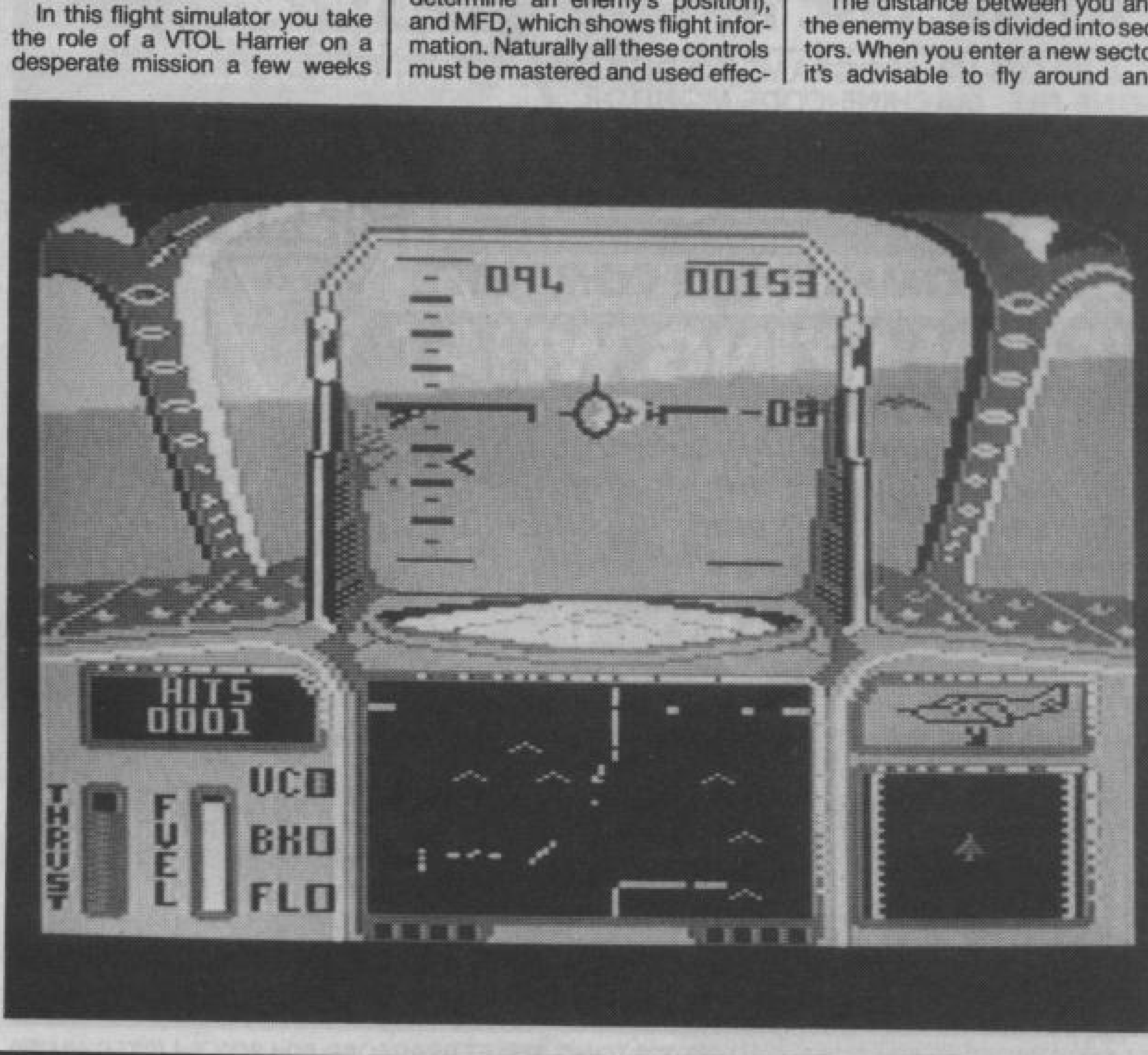
Recreating the feel of flying a high speed VTOL fighter can't be easy within the limitations of a home computer, so it's hardly surprising that Strike Force Harrier doesn't look or feel very realistic. There is a lot to keep you busy, but I never felt stimulated enough to persevere. I reckon it's fair to say that Strike Force Harrier will appeal to anyone who likes a challenging flight simulator. I don't like it, but then I'm not too keen on this type of game.

The distance between you and the enemy base is divided into sectors. When you enter a new sector it's advisable to fly around and photograph the area — if you do this it means that FOFTRAC can be used. There are four landing sites behind enemy lines, run by the German resistance, and if you are to complete your mission you must reach at least one of these so you can refuel and rearm your craft.



This is a very impressive flight simulator program which gives anyone who's prepared to persevere, the thrills and spills of becoming a wartime pilot. The graphics and the speed at which everything moves is quite impressive, and the whole simulator feels good. The only problem is that, like most simulators, it takes a lot of time to master the large amount of controls and actually take off and land without crashing. If you're prepared to stick at the program I suppose it might have some rewards, but if you want more instant action then try ACE.

There is plenty of on-screen information, giving you a constant update of your position as well as your speed, height, direction, the position of any enemy craft or installations, thrust, fuel, and so on. When you first encounter the program you can play it as a shoot em up, but once you begin to learn how to fly and land the craft, you can tackle the mission proper.



Presentation 91%
Informative and impressive instructions and documentation.

Graphics 63%
Functional, but they don't really give a true flying effect.

Sound 58%
Simple, but suitable spot effects.

Hookability 67%
The complexity of the controls proves initially overwhelming.

Lastability 70%
Plenty to do — if you're prepared to persevere.

Value For Money 64%
Not an impulse buy — there are plenty of other flight simulators in this price bracket.

Overall 68%
Not a brilliant flight simulator, but one of the more exciting on the market.



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ZZAP! TEST

ASTERIX AND THE MAGIC CAULDRON

Melbourne House, £9.95 cass, joystick or keys

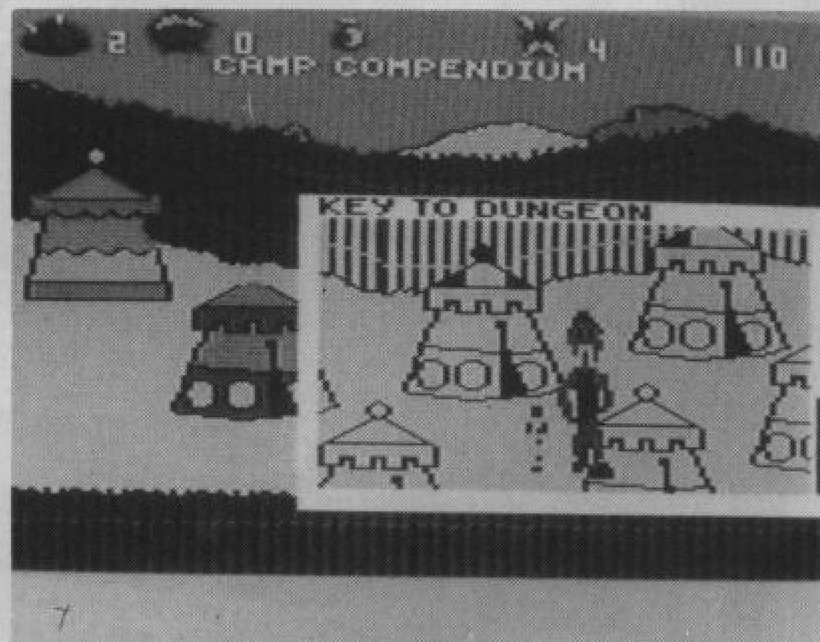
Friends, Romans, countrymen, lend me your lug holes. There is a story to be told, one of heroics, bravery, and extreme clumsiness. The Roman conquest of the known world has begun and will soon to be reaching its peak. Gaul has already been invaded and captured, save one small village which has remained inpenetrable . . .



What a disappointment. Admittedly, the programmers have captured some of the feel of the original comic strip, but on the whole Asterix falls flat on its face. The game occasionally looks like the cartoon, but the screen takes far too long to set up, thus making the game slow and frustrating to play, and the sprites are far too blocky. At times Asterix looks like a chunky string of phlegm. Ugh. Not nice. The Asterix books are fun, which is more than can be said for this game. I'm extremely disappointed by the whole thing, and I can't recommend it to anyone who likes the books.

A protective shield was created by Getafix, the resident Druid cum hippy. He scampers around the woods gathering mistletoe, nuts and herbs, and mixes them all up to brew a magical potion which gives superhuman strength to those who drink it. It is this potion which has enabled our Gaulish friends to resist the gathered might of Caesar's Roman Empire for so long.

Local hero, Asterix is a shrewd and cunning warrior, y'know, the sort you can immediately entrust any perilous mission. His life-long suffering companion is Obelix, a fat, menhir delivery man who is totally addicted to Wild Boar. Obelix is willing to down-tools at any point in time and follow his old mate Asterix into any danger that may exist — so long as there is lots of fighting and plenty of wild boar to eat.



The duo's latest adventure begins when the villagers are waiting in line for their daily dose of potion. Among those assembled is Obelix, hoping that he too will be allowed some brew. Getafix isn't too happy about Obelix trying to con him out of potion, since the rotund chappy is already blessed with superhuman strength after falling into a cauldron of potion when he was a baby. Obelix is slightly miffed by not being allowed to have any potion, so he kicks the cauldron, smashing it into eight pieces.



This could have been an excellent game if it wasn't for several nasty elements. One: the screen drawing routine is far to slow to make the chase scenes fun. I mean, when you have to wait about 15 seconds for the screen to switch it really is a bit much. Two: the fighting scenes are spoilt by the poorly defined characters which look as if they have been put through a mangle and stretched beyond recognition. Apart from that the mass majority of graphics are quite pleasing as is the accompanying soundtracks. The game is fun, but not much.



Gathering up the few remaining pieces of the cauldron, Getafix carefully pours a small amount of the potion into a gourd and instructs Asterix and Obelix to leave the village to find the other seven pieces of the cauldron.

So, controlling Asterix, you begin the adventure proper in the Gaulish village. From here you can wander around several locations in search of the elusive bits of cauldron. Your quest takes you through forests, Roman encampments, and finally on to Roma.

On entering a location the scene is created, the trees grow and buildings spring up here and there. Once drawn, the action continues and you can walk around the full screen. However, this game doesn't just involve simple exploration, oh no, on some occasions you have to do battle with the Roman forces.

Having encountered a centurion, a window opens up on the screen and plunges you into a fully fledged battle. If you successfully beat up the soldier, he flies out of the window and disappears right out of the screen.

Not only does Asterix have to do battle with the Romans, but also with the wild boars inhabiting the countryside. The boars are essential, as they not only provide food but also ensure that Obelix stays with you.

At the top of the screen there are icons to indicate how many parts of the cauldron you have in your possession, if you have any magic potion or keys, the number of lives remaining, your score, and the title of your present location.



Asterix is a case of 'this would have been a really nice game if . . . ' It has quite a few large stumbling blocks. For a start, the screen takes ages to redraw and the graphics are really poorly defined — they look more like more like Legobrix and Sticklebrix the Gauls than their cartoon counterparts. It's a shame really because the game isn't that bad at all. If you're after an original arcade adventure then I suppose you could try this, but you will more than likely be disappointed.

Righty ho then, Asterix! Off you go, and don't come back until you've found all the pieces of cauldron.

Presentation 76%
Slick, although the screens take an infuriatingly long time to draw.

Graphics 78%
The backdrops are good, but the sprites are too chunky and rarely look like the original characters — especially in the fight scenes.

Sound 72%
Several suitable ditties play throughout the game, although the 'drums' are annoyingly anarchic and usually do 'their own thing'.

Hookability 62%
Easy to get into, but the slow screen set up proves annoying and offputting.

Lastability 62%
If you don't mind the very slow pace of the game, then there's enough to keep you busy for a while.

Value For Money 56%
Not an essential piece of Asterix paraphernalia.

Overall 60%
A disappointing adaptation of the cult comic strip hero.





ZZAP! TEST

TRIVIAL PURSUIT

Domark, £9.95 cass, £14.95 disk, joystick or keys

SIZZLER

There must be very few people in the Galaxy who have not played — or at least heard of — Trivial Pursuit, a legendary board game of astonishing Triviality. This classic board game has now been officially and faithfully converted to the 64 courtesy of Domark.

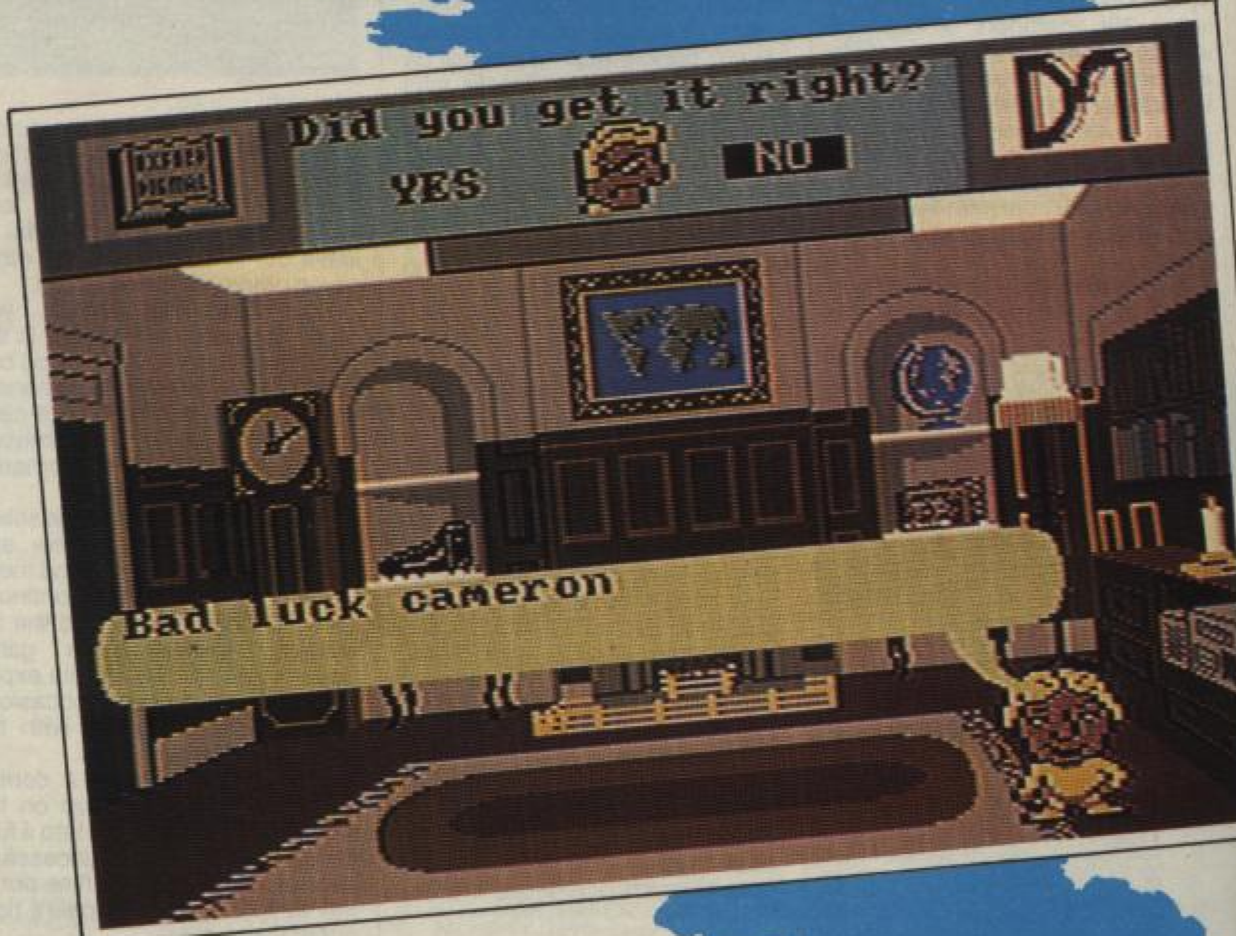
The object of the game is to get to the centre of the board . . . after collecting six different 'wedges' of pie by correctly answering lots of questions on key squares. The questions are selected from six categories: Art and Literature, Science, Geography, Sport and Leisure, Entertainment, and History. If a question is correctly answered on a category HQ square, you are awarded a subject wedge. When you have six wedges you can then head for the hub at the centre of the board and answer a final question to finish the game.

On loading the screen fills with option menus. The main menu offers options concerning game play, such as number of players, start game, timer on, sound effects on or off, load new questions, and analysis of the current scores. There is also an option to select whether TP is awake or asleep.





I've never actually played the real Trivia board game, but if the official computer game is anything to go by then it must be damn good fun. OK, so it doesn't work as a single player game, but with a number of people it all becomes very entertaining and enjoyable. The TP character works really well, but you can always switch him off if his smart-ass sarcy comments get you annoyed. The questions are varied and I was surprised that so many had been squeezed into the game. There's also a number of question files which can be loaded in, and Domark have promised that there will be add-on modules in the not-too-distant future. All in all a great Trivia game which should be purchased by any Commodore owner wanting to use their brains rather than reflexes.







At last, Domark (with a little bit of help from ODE) have come up with a decent game. I've never been into using the old grey matter, but this is what a Trivia game should be: interesting, varied, and most importantly, fun. Everything has been well defined, the graphics compliment the atmosphere very well, and TP's sarcastic comments are really jolly witty — horrid little person. Okay, so it's not much fun to play on your tod, but as a party game it is the best around.

Yet another Trivia game for the Commodore, only this one is the 'real thing'. And very close to the original board game it is too — which is why I don't like it. I hate Trivia games. I find them dull and trivial. Even so, I must admit that Domark have produced a quality product which will certainly appeal to those interested in the board game. TP is a 'cute' addition and works very well with the balance of visual, aural and verbal questions (I was very surprised and amused by some of the visual questions — deer turd indeed!). If, however, you don't live, breathe and eat Trivia then try out Arcana's Powerplay — it may well be a Trivia orientated game, but as far as I'm concerned it's not so dull and trivial.



TP is Mr Trivial Pursuit, a mascot which has been adopted to act as question master and die (or in this case, dart) thrower. After entering each participants name (a maximum of six people can play), the game board can be accessed. TP stands at the bottom right hand side, dart in hand. Pressing the fire button makes TP throw the dart at the board — a variation on throwing the die.

When a number has been selected, several segments flash to indicate which moves are possible. By moving your counter onto the desired segment and pressing fire, TP jumps off his platform and waddles over to the question room, decorated with bookcases, a fireplace, and a grandfather clock which chimes the hour. Several forms of question can be asked in this room, either a text, visual (which involves TP pulling down a small projection screen upon which a drawing is displayed), and aural (played through TP's midi hi-fi unit).

Each question is displayed at the top of the screen and you are given a time limit in which to answer it. Pressing the fire button reveals the answer, and it is then up to your honesty to say whether you answered the question correctly. (Additional rule: if one player is dishonest, hit him over the head with a wet kipper). If you have answered a wedge question correctly then a little ditty plays announcing the fact.

Having returned to the board screen it is possible to view your score to date. The game continues until a player has obtained six different wedges and has made his or her way to the centre of the board and correctly answered a question, the subject matter of which is determined by the other players (ho ho).

Presentation 98%
Effective tape handling. Many impressive touches throughout the game.

Graphics 79%
Not outstanding but suited to the game.

Sound 78%
Again, nothing outstanding. But what's there works well.

Hookability 95%
Incredibly simple to get into — great fun too!

Lastability 92%
Months of fun for all the family — very few computer games offer so much social interaction for so many.

Value For Money 91%
Cheaper than the board game and just as good.

Overall 91%
A competent adaptation of the highly successful board game.



ZZAP! **TEST**

MIND PURSUIT

US Gold, £14.95 disk only, keys only

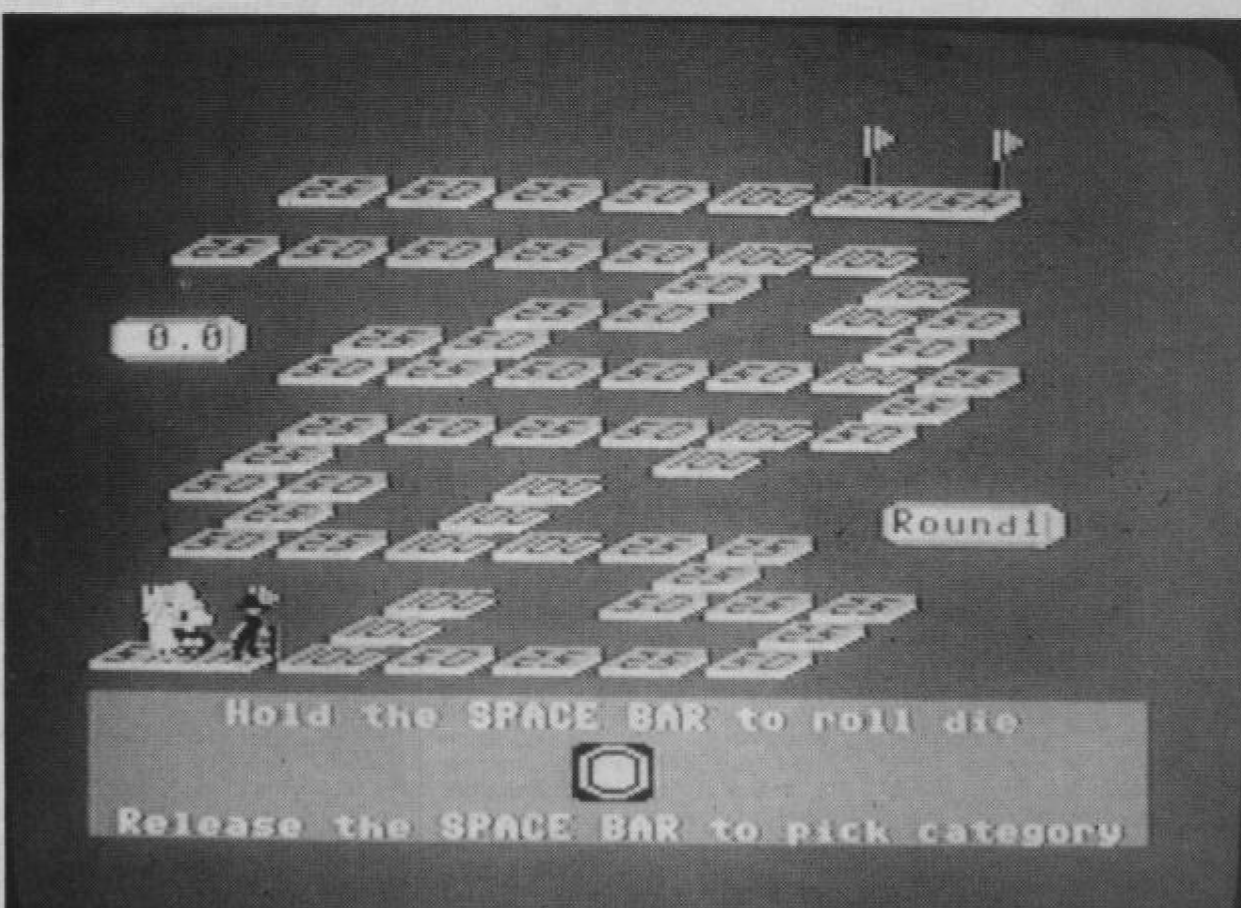


Mind Pursuit is essentially three Trivia orientated games in one. When the program first loads a number of options are presented. From these you can choose the number of players playing (one to four), their names, the type of game you wish to play, and the time limit to the questions. You can also change the parameters of whichever type of game you choose to play (ie: how many points you need to win a game, the time limit of the game, or how far across the board you need to go).

The screen then shows a die and one of the player's names is highlighted. The screen prompts the highlighted player to press the space bar; doing so 'rolls' the dice. The number 'thrown' corresponds to a subject — sport and games, science and nature, history and geography, TV and film, culture, or grab bag (a general knowledge category that gives you the opportunity to throw the dice again if you correctly answer a question).



This game has its work cut out for it. The questions are well thought out (it can even work out an incorrect spelling in an answer, to a degree) but it's way behind in the presentation stakes and that's what counts in these games. Definitely the best part of the game was the points system. It put an interesting twist into an otherwise hackneyed game design. A plus point. In an ideal Datasoft world, this game would be quite respectable and sell well. However, too many good competitors already exist and life is not going to be easy as a result.





I must say, I enjoyed playing this. But in the light of other Trivia games, like Powerplay *and* Trivial Pursuits, *it pales. The program has quite a few bad presentation points, like its speed of operation, the naff graphics and sound effects, and the fact that it always gives the answers. Silly. The three different types of game are all quite nice, but really US Gold have missed the Trivia computer games boat.*

If you are playing the point or time limit game, each question comes in three categories: fill in the blank, multiple choice or true or false. These are effectively three difficulty levels and more points are awarded for answering a 'fill in the blank' question than a 'true or false' question.

If you wish to tackle a 'fill in the blank' question, the computer prints a question and you must type in an answer. The computer isn't too fussy about spelling and will accept most misspelt answers.

A multiple choice question provides four different answers and you must choose the correct answer by pressing the relevant number on the keyboard. True or false questions are simple enough — just press T or F on the keyboard to answer the question.

When playing the board game each player is given a piece which can be moved along a path by correctly answering questions. Each 'stone' in the path has a number on it, either 25, 50, or 100. If you are faced with a 25 stone, you can answer any difficulty level of question and are moved along accordingly (skipping over, say, two 25 stones and a 50). If you're faced with a 100 stone question, though, you MUST answer a 'fill the gap' question, otherwise you can't move along.

At the end of any game the computer displays a screen showing the ranking of all the players and the percentage of questions answered correctly.



Oh my god, another Trivia game. And not a very good one at that. As disk only products go, this is poor. A large proportion of it is written in basic, and as a result there are numerous presentation flaws and the game is horribly slow to play. Mind Pursuit *isn't outstanding in any way and not in the same class as recent competition.* Trivial Pursuits *and* Powerplay *have a lot more to offer for less expenditure.*

Presentation 78%
Although the program is easy to use, it tends to be rather slow and laborious.

Graphics 34%
Only the board game option uses graphics and they're pretty bad.

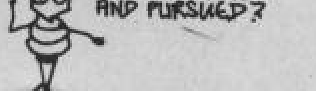
Sound 37%
Very few musical questions, but there are ditties announcing the various categories.

Hookability 74%
Very simple, but slow to use.

Lastability 73%
There are plenty of questions if the program appeals to you.

Value For Money 60%
A rather costly disk only product.

Overall 69%
A good Trivia game, but not in the same class as *Powerplay* and *Trivial Pursuit.*







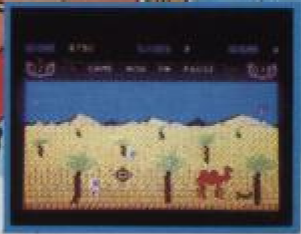




Scene 1 — Escape from the dungeon



Scene 2 — Battle with the guards



Scene 3 — Protect your camels on the desert crossing



Scene 4 — Flying carpets and giant Roc birds



Scene 5 — The sultan transforms himself into a dragon

THE LEGEND OF SINBAD for the Commodore 64/128

Game Author: Jason Benham.

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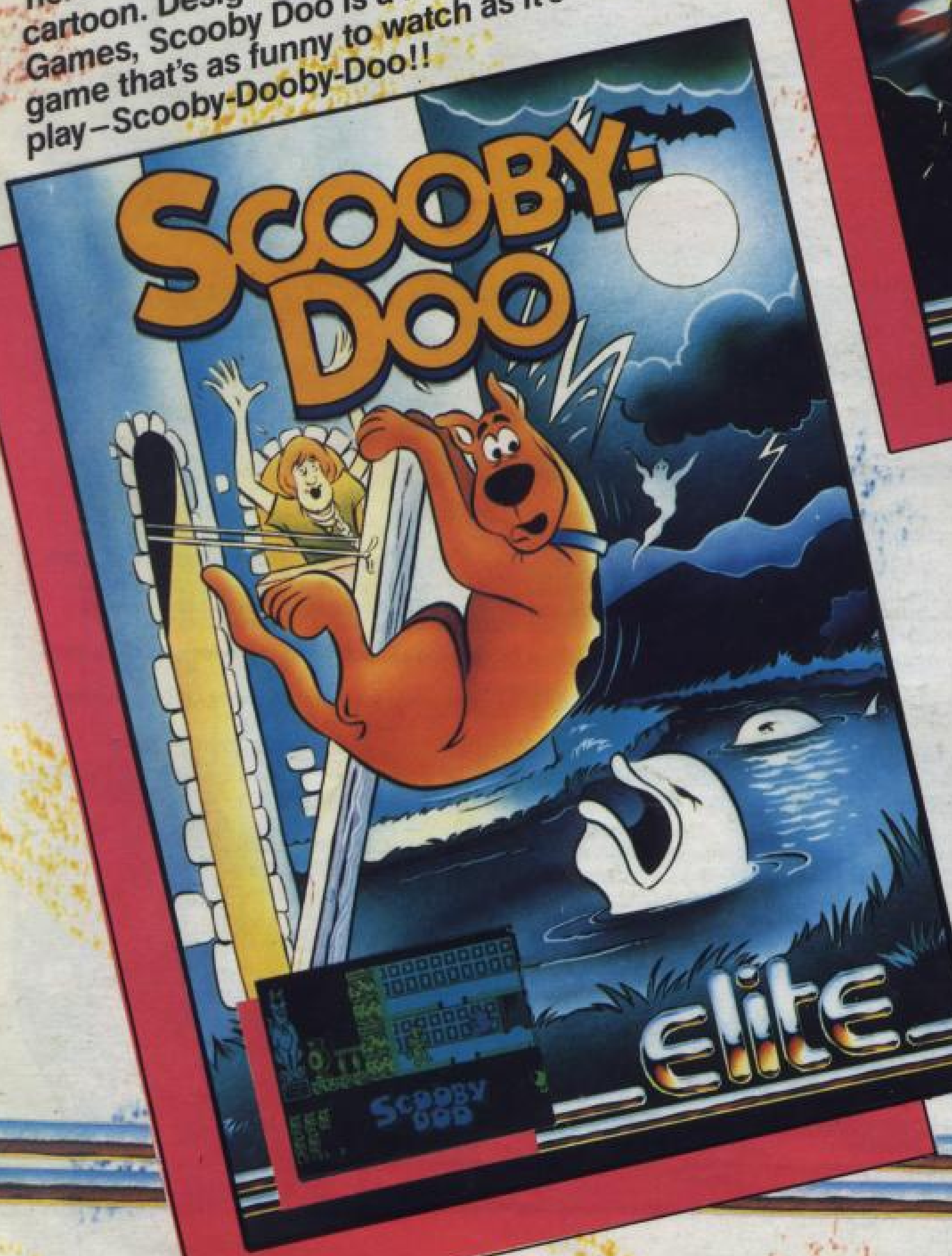
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